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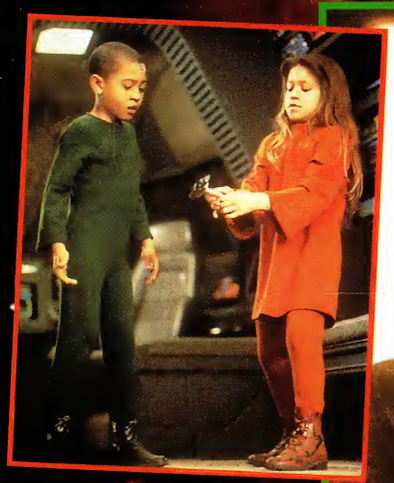

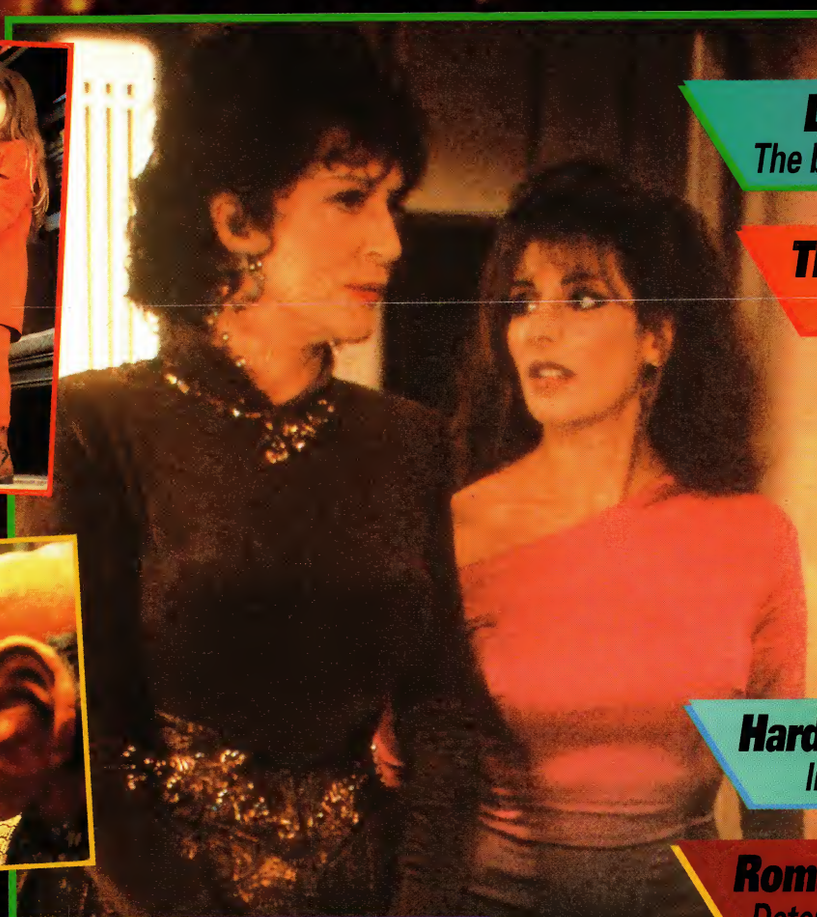

**Lwaxana Troi & Family**
*The background of an ambassador*

**The Life of the Drayans**
*Looking younger as they age*

**Hard Time on Rura Penthe**
*Imprisoned on an icy planetoid*

**Romance for Leeta & Rom**
*Determined dabo girl gets her man*

**Vulcan Geography**
*A beautiful desert world*

**Under Attack from SRIVANI VESSELS**
*The U.S.S. VOYAGER goes on the defensive*

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# THE OFFICIAL STAR TREK® FACT FILES

STAR TREK

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# The Guide to the STAR TREK Galaxy

FILE 11 CARD 25

THE KLINGON EMPIRE

# RURA PENTHE

THE KLINGON EMPIRE

**Klingon** justice is notoriously harsh. Convicts sentenced to life imprisonment find themselves on the bleak asteroid known as **Rura Penthe**, site of a **dilithium**-mining penal camp from which there is little hope of release or escape.

Located at least two sectors into **Klingon** space, the frozen planetoid **Rura Penthe** is home to a Klingon forced labor camp. Its notorious reputation has led to it being given the nickname 'the alien's graveyard,' and the mere mention of Rura Penthe is enough to chill the blood. Most criminals would prefer death to enduring a life sentence here.

On the surface, massive ice walls form barriers hundreds of feet high, and the horizon is occasionally broken by distant mountain peaks. What little shelter there is consists of small sculpted gullies that provide a measure of relief from the wind and snow. But, without artificial warmth, the chances of survival are not good.

Rura Penthe is well manned by Klingon guards, making it virtually impossible to find safe passage to the surface from inside the prison; for most inmates, escape is simply not an option.

## Natural prison

The Klingons know that guard towers and fences are redundant; the frozen remains of unfortunate escapees serve as reminders of failed attempts at escape. To guard against break outs, the Klingons have erected a magnetic barrier that makes it impossible to beam off the surface from anywhere near the camp. One must travel some way beyond the perimeter to effect an escape, and arriving parties must walk in on foot across miles of icy wastes due to this security measure.

Travel on the asteroid surface is extremely difficult, and requires protection from the elements, usually in the form of furs and rags. Access to the camp is gained by using a hand-held remote device that activates a buried sensor; once the sensor reads the incoming party, a massive door swings up from the snowbound surface.

Incoming parties are often 'welcomed' on the surface by the warden of the gulag. Standing arrogantly on a supply box, surrounded by snarling, white-fanged creatures, the warden is happy to show by example the effects of the cold upon hapless prisoners. The threat of exile to the surface helps to keep inmates in order, as well as deterring escape.

The prison camp itself is located deep within the asteroid surface, and is accessed through tunneled

## INHOSPITABLE CLIMES

### Icy wastes

**The icy surface of Rura Penthe is swept by fierce winds that quickly dissipate any warmth from the two feeble suns. Strange electrical storms fill the heavy clouds with red-violet bursts of light. During these storms, the conditions on the surface make it very difficult to see more than a few feet ahead. There is no sign of vegetable or animal life.**

***Massive ice walls form barriers hundreds of feet high; together with the harsh conditions, these act as an effective fence.***

***Due to the magnetic barrier, incoming parties must trek across the icy wastes to get to the prison.***

***A huge door set into the ground swings open to admit the incoming prisoners. The entire prison camp is situated underground.***

***The keeper of the Rura Penthe labor camp enjoys demonstrating to new inmates the effect the elements will have on them if they attempt to escape.***

***The mines and penal camp are accessed via walkways, and vast chambers have been tunneled out of the freezing asteroid interior.***

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## GALAXY FACTS

**The Klingons on Rura Penthe are not the only race to use forced labor in their mines; so do the Breen on Dozaria, and the Cardassians on *Terok Nor*.**

**Among the Rura Penthe prisoners, there exists a 'Brotherhood of Aliens' that requires strict obedience. However, word sometimes leaks in from the outside world regarding a reward for the death of a specific prisoner.**



THE KLINGON EMPIRE

# RURA PENTHE

THE KLINGON EMPIRE

***The prison community is a volatile one, liable to explode into violence at any moment. The harsh conditions, clash of different races, and lack of a universal translator exacerbate the problem.***

chambers that wind their way through the cold rock.

A stockade holds the majority of the prisoners; the inmates mill around while Klingon guards patrol the high catwalks. A subculture of sorts exists between the guards and the inmates; the Klingons can extract favors from prisoners with the promise of a pardon. Great amusement is had when a fight breaks out, especially when it is to the death.

During the evening hours, the prisoners are tightly bunked in a smaller chamber. Stacked on two-tiered bunks, they are not given much in terms of bedding, forcing them to rely on their outer garments for protection. A large rock might be kept handy in order to ward off late-night reprisals and theft. Some prisoners enjoy smoking a cigar that provides some kind of simulated warmth.

The main activity of the Rura Penthe inmates is working in the **dilithium** mines. Dilithium is the crystalline substance used in warp propulsion, and, in its natural form, it is very rare. There are only a few planets where it is known to occur naturally.

Access to the mine itself is provided through at least seven elevator shafts, each of which holds no more than six passengers. It is not known exactly how the dilithium is extracted, but it is a large-scale operation. Most likely, the ore is shifted on the small carts that travel through the numerous tunnels. Inmates appear to go about their duties alone; possibly this is a security measure to prevent the prisoners conspiring while away from the guard's scrutiny.

## Uniforms

Since many different aliens have been exiled to Rura Penthe, there is no standard prisoner uniform. One is lucky to get a coat that fits, and even more fortunate if it can be kept from the other prisoners. When mining, each inmate is handed out a helmet by a Klingon guard; this features two small lights on the side, as well as a visor that protects the face during the mining process. Each worker is also given a laser-like tool that emits a two-pronged red beam to cut into the rock.

Rura Penthe well deserves its formidable reputation. It is like hell frozen over; a place where the inmates have nothing more to look forward to than their own death.

## FRAMED FOR MURDER

### Trial and error

**In 2293, Captain James T. Kirk and Dr. Leonard McCoy are wrongfully convicted of the murder of Gorkon, Chancellor of the Klingon High Council. They are sentenced to life imprisonment at the Rura Penthe mine, where they fall prey to the misunderstandings and violence that a mixed alien population and lack of a universal translator can create.**

**Befriended but eventually betrayed by the chameloid shapeshifter Martia, Kirk and McCoy become the first inmates ever to successfully escape from the labor camp.**

***The Klingons threaten to stop the peace talks if the Federation goes ahead with a plan to rescue its men.***

***Martia claims that she can show the Starfleet officers a way to escape, but really she intends to betray them.***

***Captain Kirk and Dr. McCoy of the U.S.S. ENTERPRISE NCC-1701-A are put on trial by the Klingons.***

***Kirk and McCoy are quickly introduced to the violent conditions that exist inside the Klingon hard labor camp on Rura Penthe; they are attacked by another inmate.***

***The wrongly-accused officers make a dangerous trek across the surface to escape the prison.***

# The Guide to the STAR TREK Galaxy

FILE 8 CARD 11

# THE GEOGRAPHY OF VULCAN

THE VULCANS

**Vulcans** tend to be a reclusive people with intense spiritual links to their home planet. Their world is a collection of arid plains and soaring red peaks, and is littered with temples.

From standard orbit, the surface of the planet **Vulcan** is a deep shade of red; darker, but not entirely dissimilar from, the color of Mars in Earth's system.

Vulcan was, for many years, a planet consumed by war, but, in modern times, only the planet's geography remains brutal. Extensive areas of the planet's surface are uninhabitable, but the Vulcan people regard all their lands as sacred.

## Red dawns

Vulcan topography is dominated by two types of desert. The first is a vast, arid terrain in which the desert floor varies from sandy to hard and cracked. This barren expanse is dotted with active steam vents, small smoking volcanoes, lava rivers, and occasional large rock formations. At the horizon, the red Vulcan soil merges into the crimson-colored sky. Perhaps the most extreme example of this type is the infamous and deadly area known as the **Fire Plains**.

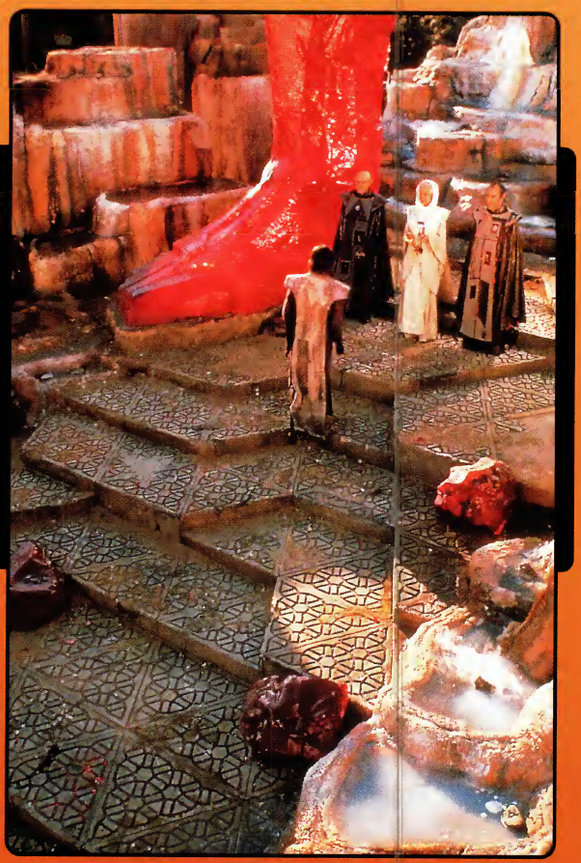
The second main type of Vulcan terrain is likewise arid, but is characterized by rugged red cliffs, tall column-like peaks, and deep canyons; the latter exhibit a crimson haze that blocks visibility and envelops the distant summits. Some of these canyons are large enough to allow a starship the size of a ***Klingon Bird-of-Prey*** to fly through them.

Vulcan's geography is ancient, but the exposed rocks generally have sharp, unrefined edges. This indicates a lack of Earth-type weathering, which would have rounded the crags and removed the tops from the tapering peaks long ago.

## Land and tradition

Many areas of the planet are given over to ancestral grounds that have been kept by families for generations, such as those owned by the family of **Spock**, first officer of the ***U.S.S. Enterprise NCC-1701***. These have been used for the **koon-ut-kal-if-fee** ritual for more than 2000 years. They are typical of many Vulcan religious and ceremonial sites in the way that the natural rock formations are cut, carved, and polished to create archways and other structures.

***Vulcan is a barren planet on which the climate is dry and predictable. As a result, many temples and ceremonial areas are found in the open air.***



***A contemplative Spock stands alone in the study area of the arid Plateau of Gol. On these sands, the ancient Vulcans cast out their base emotions.***

## DRY HEAT

### Hot stuff

**Much of the Vulcan landscape might be described by humans as hellish. The planet is highly geologically active, and it is not unusual to experience surface temperatures of 125 degrees Fahrenheit. When Dr. McCoy, chief medical officer of the *U.S.S. Enterprise*, visits Vulcan for the first time in 2267, he recalls the simile "as hot as Vulcan." "Now I know what that phrase means," adds the doctor ruefully. The planet also has higher gravity and thinner air than Earth.**

***A KLINGON BIRD-OF-PREY, commandeered by Admiral Kirk and his crew, flies over an arid Vulcan canyon.***

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# THE GEOGRAPHY OF VULCAN

*The Hall of Ancient Thought is a famous Vulcan landmark. Rituals are held here as late as the 23rd century.*

*The ritual temples are lit by natural flame rather than artificial light, harking back to simpler times.*

This rock-carving technique is also used to create the temple resting at the top of **Mount Seleya**. A natural cave is fashioned to become a holy place where the living spirits of the dead – known to the Vulcans as **katra** – are returned home. This temple is the location of the rejoining of Spock's katra with his physical body in 2285. Before this, the incredible ritual had not been performed since ancient times.

Another temple, located in particularly hostile terrain, is also constructed from naturally-occurring Vulcan rock. It honors the precise location where the ancient Vulcans made the decision to separate themselves from their destructive emotions. Present-day Vulcans return to this spot to study the **Kolinahr** discipline, as Spock and **Tuvok**, chief of security aboard the ***U.S.S. Voyager NCC-74656***, attempt to complete in 2270 and 2298 respectively. Neither man is successful.

Not all of Vulcan's spectacular rock formations are found above ground. The **T'Karath Sanctuary**, which dates back more than 2000 years, to before the **Time of Awakening**, is a series of subterranean catacombs. Despite the simple appearance of such buildings, it is not unusual to find computers and other modern technology installed within them.

## Natural resources

Like any industrialized world, Vulcan has mines from which ores are extracted; one example is the ores that combine to create the unique alloy **dentarium**, used in the hulls of Vulcan starships.

Vulcan is partitioned by a variety of small weather climes that support forests, larger animal life forms such as the **sehlat**, a wilderness preserve, and the flora and fauna found in rainforests. The **favinit** plant, for example, is comparable to orchids found on Earth; the two plants are so similar that they can be successfully crossbred to create a hybrid flower.

Most Vulcans are vegetarians, indicating that the planet also supports some kind of agricultural base. Vulcan dishes are prepared across the Galaxy.

At the opposite end of the geographic spectrum to the arid deserts is the **Vorath Sea**, situated in the **Raal Province**. This is one of the major bodies of water on Vulcan. The exact composition of the water itself may vary considerably from that of Earth; Mr. Spock once remarks to **Dr. McCoy** that Vulcans were "spawned in a different ocean" to humans, as indicated by their green blood.

The austere landscape of Vulcan defines the people it has spawned, as well as their peaceful philosophy.

## VULCAN FACTS

**The differing conditions on the Vulcan surface have given rise to racial groups, and variations in skin tone, similar to those of Earth.**

**Spock disappeared into the Llangon mountains at the age of seven to undergo the kahswan, a traditional test of endurance. Years later, Amanda told Captain Kirk that her son often made such journeys.**

## SIMPLE BEAUTY

### Red sky at night

**The bright light of the Vulcan sun is so intense that the indigenous people have developed a second, inner eyelid to protect them from its glare. Despite this harshness, the beauty of Vulcan has spawned a philosophical and contemplative people who value the land around them, and who have been careful not to pollute or destroy their environment. The Vulcans are an advanced people, but this has not led them to scar their landscape with cities – though some, such as Vulcana Regar, do exist.**

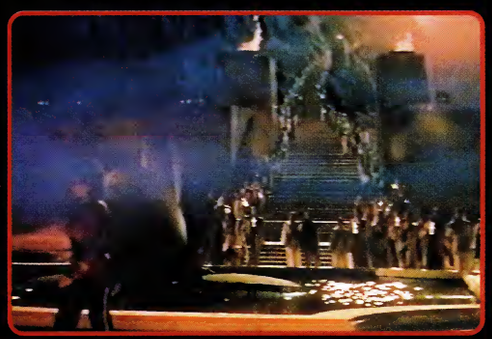
**The varied environments of this peaceful world have provided a number of drinks and foodstuffs that have gained popularity across the Galaxy. These include Vulcan mollusks, Vulcan spice tea, Vulcan mocha, and Vulcan port. The Promenade of *Deep Space Nine* even has a Vulcan restaurant, despite there being few Vulcans resident aboard the station.**

**As well as those native to the planet, outsiders recognize the peaceful tranquillity of Vulcan. An order of silent monks live in contemplation in the Kir province, and Iloja, a Cardassian poet, made his home on Vulcan after he was exiled from his own world.**

*Vulcan's hot, dry climate makes for beautiful sunsets. The setting sun bathes the planet in a warm, golden glow, silhouetting the weathered mountains.*

*Some structures are built on the edge of rocky buttes, providing dramatic and romantic views across the arid plains. Narrow walkways lead to the buildings.*

*Many of the structures in Vulcan temples match the sandy colors of the planet's indigenous rock. Stone structures are often left unadorned.*



*Temperatures stay warm into the night, unlike some desert environments, which can be freezing after sundown. This allows celebrations to carry on after dark.*

# THE DRAYANS

OTHER GROUPS AND RACES

**The life cycle of the Drayan people is the reverse of many humanoid species. The Drayans are born as adults, but grow smaller and more innocent as the end of their natural life draws near.**

**Drayan** children are, quite simply, not what they appear to be. Singular among races encountered by the **Federation**, the Drayan people's aging process is reversed. When **Tuvok** encounters three children on a Drayan moon, he has no reason to suspect that he is, in fact, addressing 90-year-olds, some of whom are grandparents.

Elderly Drayans are similar to human children in appearance, save for the markings on the center of their foreheads, which vary from person to person. They dress in simple, one-piece jumpsuits that come in a variety of solid, primary colors. Younger Drayan adults wear gray-brown robes comprised of a long-sleeved tunic over a long skirt. Their heads are covered by a black net, attached to the tunic's neck.

## The infinite energy

When the Drayans progress to a state resembling that of an eight-year-old human, they have reached the end of their life. They

▲ *Unique markings on their foreheads are the only features that distinguish elderly Drayan from human youngsters.*

◀ *The older Drayans wearone-piece, primary-colored jumpsuits that are practical and well-suited to vigorous activity.*

**OTHER CARDS IN THIS FILE...**

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*STAR TREK: VOYAGER*.....File 71

## A UNIQUE LIFE CYCLE

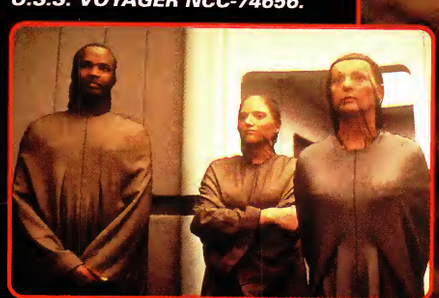
## Life lived backwards

**Federation personnel are familiar with a number of life cycles that differ from the standard human span, but so far only the Drayans are known to reverse the normal aging process. In most cultures, old age is seen as a sign of wisdom and great maturity, whereas Drayans become more infantile the older they get. For example, upon getting ready for bed, elderly Drayans often insist on being read a fairy tale, or ask to have their hair brushed.**

| | |
|---|---|
| **Designation** | Drayan II |
| **Class** | M |
| **Quadrant** | Delta |
| **Inhabitants** | Humanoid |
| **Government** | The Drayans are led by a First Prelate, who aims to carry out the wishes of her people. |
| **Environment** | The planet's moons are beset by dangerous electrodynamic turbulence. The Drayans appear to function normally in a Class-M environment. |
| **Features** | The Drayan II moon contains a number of unexplored wooded areas with dense, lush vegetation. |
| **Starship Log** | STAR TREK: VOYAGER 'Innocence' |

▶ *The dying Drayans concoct childish stories to account for their disappearance, such as a monster that abducts them.*

▼ *Three of the adult Drayans, wearing their traditional face nets, pay a visit to the U.S.S. VOYAGER NCC-74656.*



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# THE DRAYANS

OTHER GROUPS AND RACES

## GALAXY FACTS

- **Three generations ago, the culture on Drayan II underwent a reformation. The focus shifted away from technology, and a more isolationist stance was adopted.**
- **The ionospheres of the moons around Drayan II are plagued by electrodynamic turbulence. Strong and unpredictable currents in the upper atmosphere pose a danger to approaching ships.**

feel a call to travel to their **crysata**, a distant Drayan moon considered to be a holy refuge.

Drayans believe life was first created on the crysata, and this is why they are instinctively called to return here as their lives draw to a close. The moon is off-limits to all except those about to rejoin the "infinite energy", and their attendants, who guide and protect them during this time. It is considered a great honor to serve in this respect, for the last moment of life is a sacred and private time.

The crysata is a beautiful, verdant haven, surrounded by extreme turbulence; this serves as a natural protective barrier to unwanted visitors. The Drayans transport their children to the planet by surrounding their craft with a dielectric field that makes stabilization possible even in the roughest planetary atmospheres.

If left on their own, Drayan children explain the disappearance of their fellows as the act of a monster, the **Morrok**, who lives in a cave. Their behavior, as well as their imagination, is childish; they find it almost impossible to sit still, or be patient for any length of time. They are extremely inquisitive, and ask questions unceasingly.

## The final calling

When Tuvok's shuttle crashes on the surface of the crysata moon, he meets children **Tressa**, **Corin**, and **Elani**. After running him ragged with their antics, the children explain to Tuvok that they want to hide from the Drayan adults, who have sent them here to die in the "final ritual." Tuvok cannot fathom that these healthy-looking, vibrant children are about to die of old age, and assumes they mean that these people have come to kill them. Although he finds all this highly illogical, Tuvok agrees to protect the children until he understands better what is truly going on.

The Drayan children insist they want to go home, but in truth they have been drawn to the crysata by their own inner knowing. When they are about to arrive at the final moment of life, they instinctively walk into the cave they believe to be the home of the mythical Morrok. It is actually the place where all Drayans are called to die, the site of the first spark of life. Inside the cave, their bodies disappear; the energy contained within them can no longer remain cohesive and is finally released, leaving nothing behind but their empty clothing.

***Alcia is First Prelate of the planet Drayan II. Like others of her race, she wishes to pursue an isolationist policy in order to protect the sacred crysata. But, intrigued by the U.S.S. VOYAGER's journey, she visits the Federation ship in 2372.***

***Despite her advanced age, Elani looks and acts like a young girl. As with the other Drayan children, she demands constant attention. When afraid, she tries in a childish fashion to extract promises from nearby adults.***

## STRANDED INNOCENTS

### Tuvok and the children

**When a shuttlecraft transporting the Drayan children Corin, Elani, and Tressa to their final ritual on one of the moons orbiting Drayan II is forced into a crashlanding, the children's attendants – charged with the sacred duty of preparing the three innocents for death – are killed. Luckily, Lt. Tuvok's Starfleet shuttlecraft has also recently been forced down to the moon, and he is able to give comfort and assistance to the easily-confused Drayan children during their last hours.**

***Corin and Tressa have many questions about the technology on Tuvok's shuttlecraft. The lieutenant does his best to explain.***

***Tuvok's geological survey is interrupted when his shuttle crashes on the Drayan moon. His colleague, Ensign Bennet, is killed in the crash.***

***Tuvok helps Tressa, one of the Drayan children, to face her final ritual without fear or anguish.***

NAME:
# DEEP SPACE NINE

CARDASSIAN NAME:
# TEROK NOR

SYSTEMS:
# DEFENSE SAIL AND WEAPONRY

Befitting its perilous position at the mouth of the **Bajoran wormhole**, ***Deep Space Nine*** is equipped with an impressive array of weapons systems and defense capabilities. When **Starfleet** takes control of the station in 2369, it is a dilapidated hulk, stripped of all vital equipment and weapons. In the years since then, the threat posed by the **Dominion** has meant that the station's strategic importance has become vital to the defense of the **Alpha Quadrant**. This has prompted the **Federation** to arm the station to the teeth.

Integrated Starfleet **phaser** strips have been installed all over the structure, and **photon torpedo** launchers emerge from the docking pylons and the outer docking ring. Probably the most efficient and powerful weapons, however, are located in what are known as the three defense sails. These were always part of the station structure, but it was unclear exactly how they were armed while the station was under **Cardassian** control.

These arms protrude from three equidistant positions around the Habitat Ring, gently curving up and out. Several weapons are built into these towers, including Starfleet phaser banks, installed shortly after the handover, and torpedo launchers. The primary launchers are of the flat, rectangular kind installed elsewhere on the station, and are able to fire photon torpedoes in rapid succession. These can find and lock onto targets in all directions, although the angle of issue does not appear to change.

## Weapon control

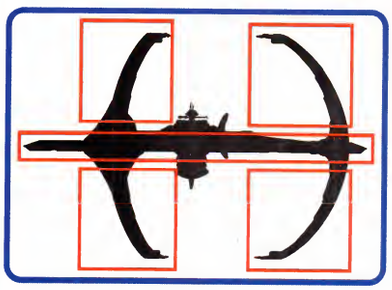
Firing and targeting is controlled by the tactical stations in Ops, and is normally the responsibility of **Commander Worf**, who controls the phasers, and **Major Kira**, who operates the photon torpedoes.

The outward-facing ends of the defense sails are also equipped with torpedo launchers. These appear to be particularly useful when firing at targets some distance from the station.

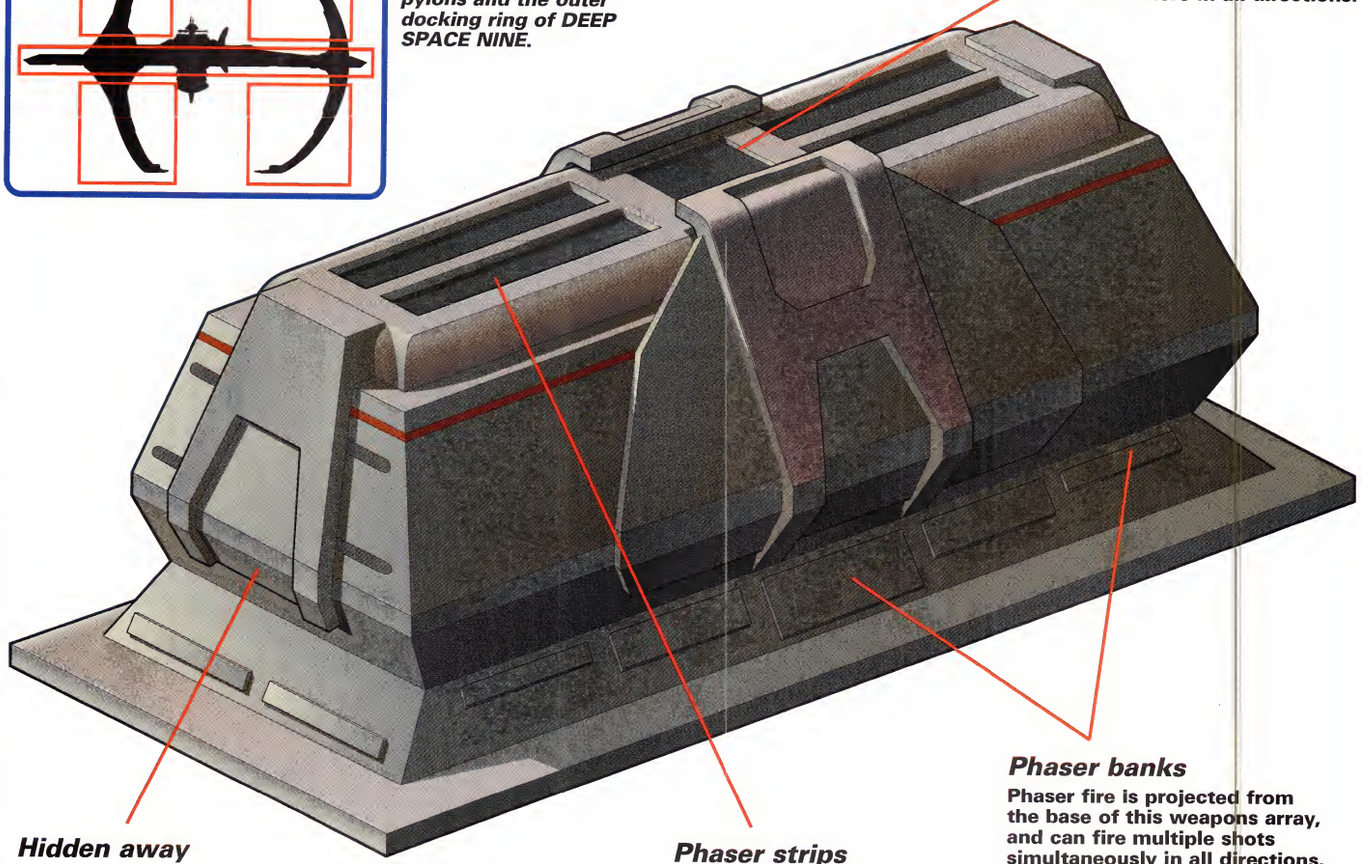
In 2373, three Dominion ships closing on the ***U.S.S. Defiant NX-74205*** – which is busy seeding the entrance to the wormhole with self-replicating mines – are destroyed at long range by torpedoes fired from these launchers.

The third type of weapons system incorporated into the defense sail arms include rounded, rapid phaser bank and torpedo devices, and another torpedo launcher. The phaser banks normally rest flush into the sides of the defense sails, and only slide smoothly out into position when the station is being readied for defensive maneuvers. A round barrel emerges at right angles to the fixed rectangular launchers, and moves through several clockwise and counterclockwise rotations before locking into position. This mechanism provides unparalleled targeting maneuverability, spinning at great speed through 360 degrees, and firing constantly.

Each of these rounded launchers has four firing points, one at each compass point.



***Weapon launchers such as this one are located on the docking pylons and the outer docking ring of DEEP SPACE NINE.***



***Photon torpedoes***
**Photon torpedoes issue from here in all directions.**

***Hidden away***
**The device raises from the docking ring when needed, but retracts completely when not in use.**

***Phaser strips***
**Phaser fire emanates from these areas.**

***Phaser banks***
**Phaser fire is projected from the base of this weapons array, and can fire multiple shots simultaneously in all directions.**

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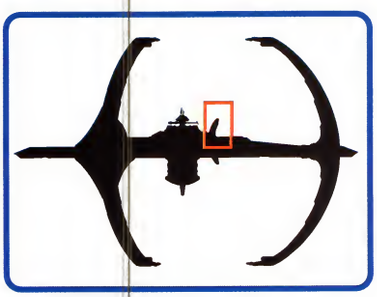
## FILE 27 DEEP SPACE NINE

Torpedoes issue in rapid succession, and phasers have been seen to fire from several directions simultaneously. The phaser beams issue from the ends of each firing point, while torpedoes fire from the center. The launcher on the outward face of the arm also fires photon torpedoes from the center in rapid succession, while the surrounding raised area generates multiple phaser fire, again in all directions.

By the time hostilities with the **Klingons** break out in 2372, the station has had a year to prepare for a Dominion invasion, and is heavily fortified with a stockpile of 5000 photon torpedoes. **Captain Sisko** orders these to be fired in a pattern of odd- and even-numbered launchers to provide an effective spread. This defense proves successful in driving back the invading Klingon attack. Eight Klingon vessels are completely destroyed, and several more are heavily damaged before **Chancellor Gowron** orders a retreat.

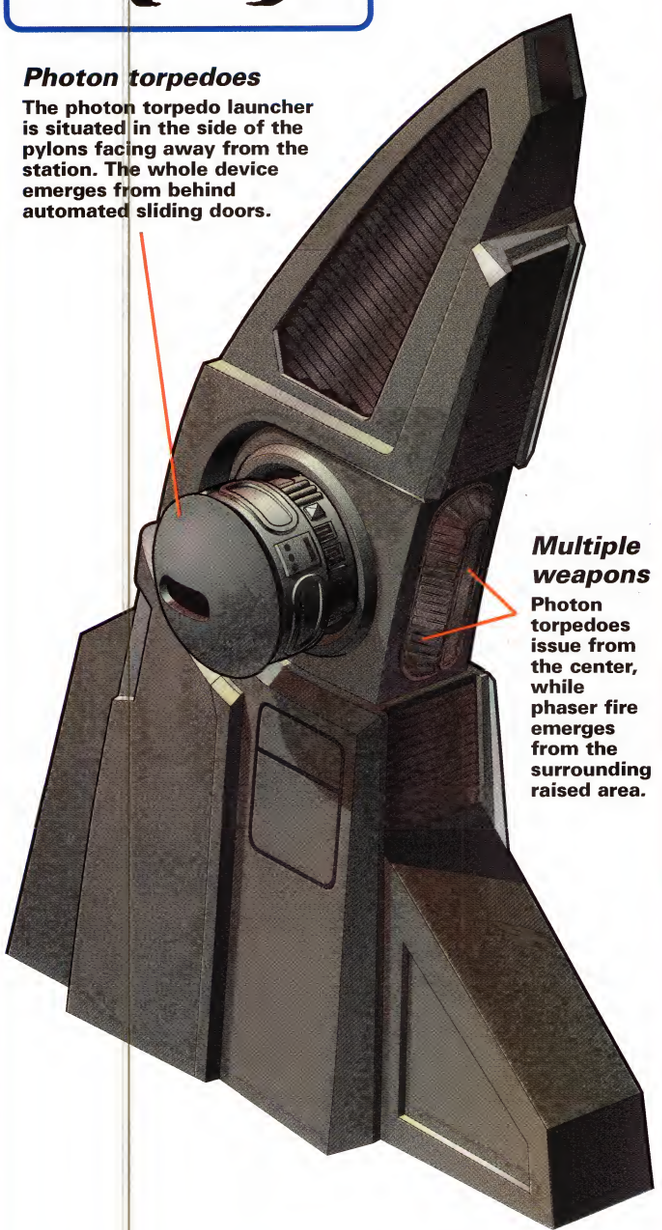
This weapons system, of which the defense sail arms form an integral part, is vital in defending the station, Bajor, the wormhole, and consequently the entire Alpha Quadrant. Without this level of protection, the Federation might soon be subjugated to Dominion rule.



***The defense sail is DEEP SPACE NINE's main defense system. There are three sails positioned around the habitat ring, providing phaser and photon torpedo fire to protect the station.***

### *Photon torpedoes*

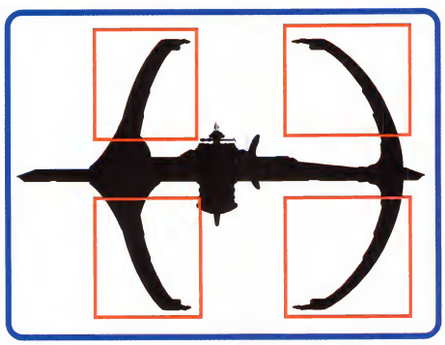
**The photon torpedo launcher is situated in the side of the pylons facing away from the station. The whole device emerges from behind automated sliding doors.**

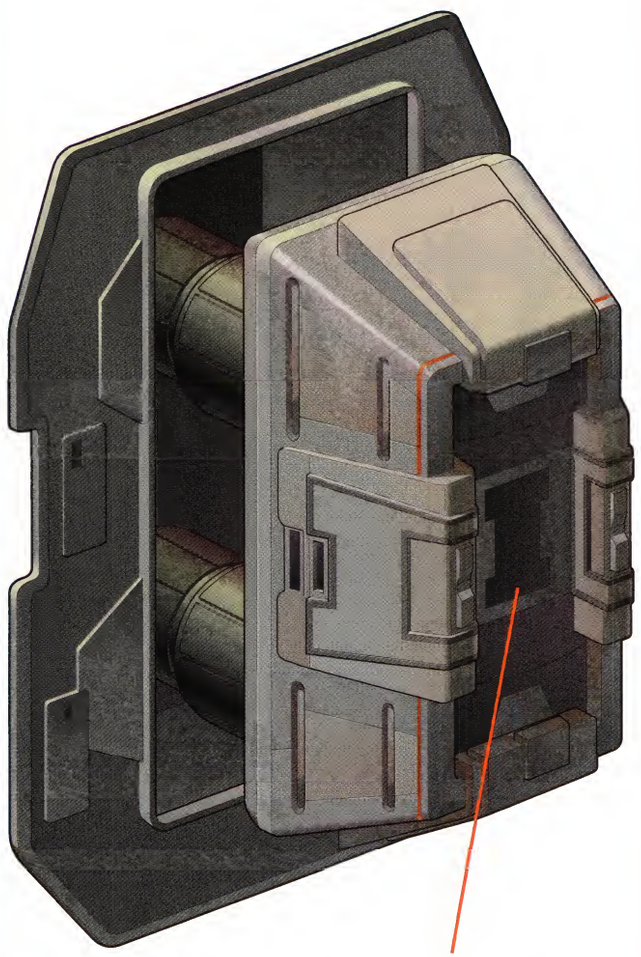


### *Multiple weapons*

**Photon torpedoes issue from the center, while phaser fire emerges from the surrounding raised area.**

***The photon torpedo launcher is situated in the upright of the pylon. The whole device emerges from behind automated sliding doors.***





### *Photon torpedoes*

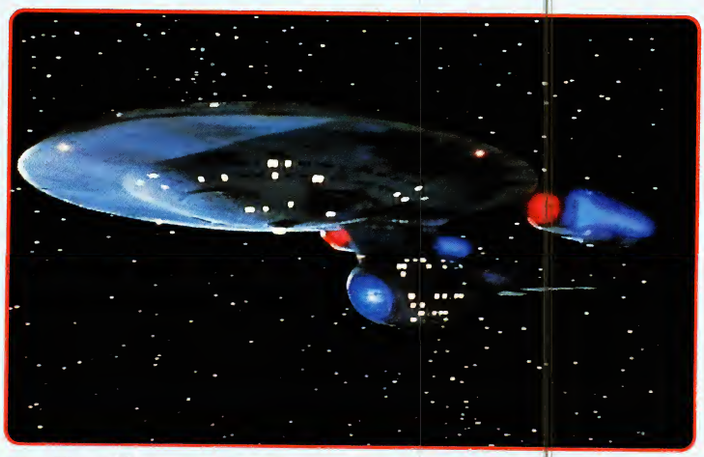
**Photon torpedoes launch in rapid succession from here.**

TYPE:
# AMBASSADOR-CLASS STARSHIPS

SYSTEM:
# VESSELS

BRIEFING:
# AMBASSADOR-CLASS FLEET LISTINGS

An intermediate stage between ***Excelsior***-class and ***Galaxy***-class starships, ***Ambassador***-class vessels perform exploratory, defensive, offensive, and strategic duties throughout the mid-24th century. In design terms, these ships have much in common with the earlier ***Constitution***-class starships, such as the ***U.S.S. Enterprise NCC-1701-A***, although they are significantly larger and more powerful craft. The prototype vessel, the ***U.S.S. Ambassador***, bears the registration number ***NCC-10521***, and conforms to the standard shape of two **warp nacelles** attached to a circular main body. The ***U.S.S. Ambassador*** is followed by a fleet of at least eight other ***Ambassador***-class ships, most notably the ***U.S.S. Enterprise NCC-1701-C.*** This ship plays a pivotal role in **Federation** history when it is destroyed in 2344 while defending a **Klingon** outpost from **Romulan** forces, thereby preventing a potentially disastrous war with the Klingons.



***The AMBASSADOR-class U.S.S. ENTERPRISE NCC-1701-C boasts an overall length of 526 meters, 59 meters larger than its predecessor, the EXCELSIOR-class U.S.S. ENTERPRISE NCC-1701-B. The ENTERPRISE-C is destroyed by the Romulans in 2344.***

## U.S.S. ADELPHI

The ***U.S.S. Adelphi*** carelessly violates cultural taboos while attempting first contact with the planet **Ghorusda.** Forty-seven crew members, including the *Adelphi's* **Captain Darson**, are killed during the incident, which becomes known as the **Ghorusda disaster**. A **Starfleet Board of Inquiry** blames Darson and **Betazed** mission specialist, **Tam Elbrun**, for the failure.

Ship's registry: ***NCC-26849***
Named for: No particular tribute
Starship Log: 'Tin Man' [TNG]

***Captain Darson tragically pays the price for being poorly briefed by Betazed mission specialist, Tam Elbrun.***

***Tam Elbrun joins the living spacecraft GOMTUU, or 'Tin Man' as it is designated by Starfleet, in the year 2366.***

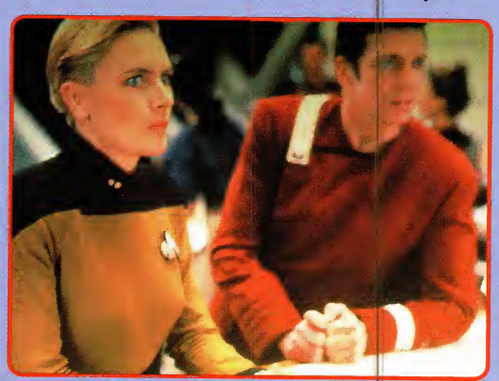
## U.S.S. ENTERPRISE

The fourth **Federation** vessel to bear the name ***U.S.S. Enterprise***, this ship is presumed lost with all hands after an incident near **Narendra III**, in 2344. Twenty-two years later, the *Enterprise*, commanded by **Captain Rachel Garrett**, emerges from a temporal rift, significantly altering the course of history. The Federation is now losing a long conflict with the **Klingon Empire**, and **Starfleet** vessels are warships. The timeline is restored when Garrett's ship returns to its own era.

Ship's registry: ***NCC-1701-C***
Named for: The original ***Constitution***-class ***U.S.S. Enterprise NCC-1701***
Starship Log: 'Yesterday's Enterprise' [TNG]

***Commander Riker and Dr. Crusher attend to the injured ENTERPRISE crew.***

***Facing certain death, Captain Garrett bravely decides to return to the past.***

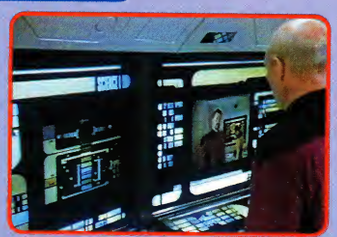


***Tasha Yar, from the future U.S.S. ENTERPRISE NCC-1701-D, returns to the past with Garrett's crew. She has fallen in love with Lt. Richard Castillo, and knows her tactical knowledge will make a real difference to the battle.***

## U.S.S. EXCALIBUR

The second **Starfleet** vessel to bear the name ***U.S.S. Excalibur***, this vessel forms part of a non-aggressive armada stationed along the **Neutral Zone** border during the **Klingon** civil war. **Commander William Riker**, of the ***U.S.S. Enterprise NCC-1701-D***, serves as the *Excalibur's* captain; **Geordi La Forge** is his first officer.

Ship's registry: ***NCC-26517***
Named for: The ***Constitution***-class ***U.S.S. Excalibur NCC-1664.***
Starship Log: 'Redemption', Part II [TNG]



***Riker takes the captain's chair during an attempt to block supplies to the Klingons.***

***Officers from the U.S.S. ENTERPRISE provide crew for the U.S.S. EXCALIBUR.***

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# AMBASSADOR-CLASS STARSHIPS

## U.S.S. EXETER

**Starfleet** officer **Thomas Eugene Paris** serves aboard the second ***U.S.S. Exeter*** during the early part of his career.

**Ship's registry:** ***NCC-14598***

**Named for:** ***Constitution***-class starship ***U.S.S. Exeter NCC-1672.***

**Starship Log:** 'Non Sequitur' [VOY]

***In 2372, U.S.S. VOYAGER NCC-74656 operations officer Harry Kim awakens to find himself in an alternate timeline. To get back to his own reality, Kim enlists the aid of his colleague, Tom Paris, who in this world has never served on board VOYAGER. Kim's show of concern for his friend snaps Tom out of his depression.***

## U.S.S. GANDHI

In 2361, an exact replica of **William T. Riker** is created during a transporter accident on **Nervala IV**. Adopting Riker's middle name of **Thomas**, this duplicate decides in 2369 to remain with **Starfleet**. He joins the ***Ambassador***-class starship ***U.S.S. Gandhi*** for a terraforming mission in the **Lagana** sector. Thomas Riker stays with the *U.S.S. Gandhi* for just over a year, before defecting to the outlawed paramilitary organization the **Maquis**. On **Stardate 48467**, Thomas Riker poses as Will and steals the starship ***U.S.S. Defiant NX-74205*** while visiting ***Deep Space Nine***. Thomas is eventually captured and surrendered to **Cardassian** custody; after being found guilty of crimes against the Cardassian people, he avoids execution, but is sentenced to life imprisonment at the **Lazon II** labor camp.

**Ship's registry:** ***NCC-14598***

**Named for:** 20th-century Earth pacifist leader of the Indian Nationalist Movement.

**Starship Log:** 'Second Chances' [TNG]

***After living alone for eight years, Thomas Riker finds it hard to adjust to life on the U.S.S. GANDHI.***

***Geordi La Forge illustrates how Thomas Riker was created by the interaction of transporter technology and Nervala IV's fluctuating distortion field.***

## U.S.S. HORATIO

In 2364, **Walker Keel**, captain of the ***U.S.S. Horatio***, begins to suspect **Starfleet Headquarters** has been infiltrated by unknown enemies. He also fears his first officer on board the *Horatio* has become part of the conspiracy. Among others, Keel contacts his old friend, **Captain Jean-Luc Picard** of the ***U.S.S. Enterprise NCC-1701-D***, to warn him of this threat to the **Federation**. Picard is initially doubtful, but he is convinced of the truth behind Keel's claims when the *U.S.S. Horatio* is destroyed by an unknown alien intelligence near planet **Dytallix B**.

**Ship's registry:** ***NCC-14598***

**Named for:** Possibly the English naval hero Admiral Horatio Nelson (1758-1805).

**Starship Log:** 'Conspiracy' [TNG]

***It is Admiral Gregory Quinn who first alerts Jean-Luc Picard to the possibility of an attempted takeover of Starfleet Command. When the admiral subsequently denies all knowledge of this, Picard begins to worry that Quinn has also been drawn into the conspiracy.***

## U.S.S. VALDEMAR

On **Stardate 47944**, ***Deep Space Nine***'s **Chief O'Brien** is abducted by a **Cardassian** patrol ship and taken to Cardassia, where he stands public trial for allegedly supplying the **Maquis** terrorist group with illegal weapons. Following O'Brien's arrest, the ***Ambassador***-class starship ***U.S.S. Valdemar*** is dispatched to the border of the Federation-Cardassian **Demilitarized Zone**, reaffirming Starfleet's concern for O'Brien's safety. This show of strength, as well as security chief **Odo**'s own investigations, helps to free the unjustly-accused O'Brien. The chief resumes his duties aboard *Deep Space Nine*.

**Ship's registry:** ***NCC-26198***

**Named for:** The inventor of the first tape recorder, Valdemar Poulsen.

**Starship Log:** 'Tribunal' [DS9]

## U.S.S. ZHUKOV

In 2366, systems diagnostic engineer **Reginald Barclay** transfers from the ***U.S.S. Zhukov***, commanded by **Captain Gleason**, to the ***U.S.S. Enterprise-NCC-1701-D***. The *Zhukov* joins the *Enterprise* again the next year, for the transfer of **Federation** ambassador **T'Pel**, who turns out to be a **Romulan** defector. The *Zhukov* also transfers several science teams to the *Enterprise* in preparation for the latter ship's mission at the **Phoenix Cluster** in 2368.

**Ship's registry:** ***NCC-14598***

**Named for:** Named for Earth's renowned Russian General Grigori Konstantinovich Zhukov (1896-1974).

**Starship Log:** 'Hollow Pursuits' [TNG], 'Data's Day' [TNG], 'The Game' [TNG]

***After leaving the U.S.S. ZHUKOV, shy engineer Reginald Barclay III becomes addicted to holodeck scenarios involving his fellow crew members.***

# Kirk and Romance: Part 2

**Captain James T. Kirk** is like the proverbial sailor, with a girl in every port. During his time as captain of the ***U.S.S. Enterprise NCC-1701***, and beyond, he enjoys numerous romantic liaisons. This dashing starship captain appears to captivate females of all races across the known Galaxy.

Something about the generous smile and mischievous eyes of **James T. Kirk**, captain of the ***U.S.S. Enterprise NCC-1701***, attracts women. He is chosen by females of numerous species, and even by an android, to become a lover or consort. His flirtations both threaten *Enterprise* missions and resolve them.

## Love on board

Captain Kirk's crew respect his command, but they are conscious that his considerable charm with women has saved the starship on more than one occasion. Kirk finds women in every corner of explored space to occupy his quick wit and tender lips.

On his own ship, he is drawn to his yeoman, **Janice Rand**, during her service. He has a romantic encounter with **Dr. Ann Mulhall** while occupied by the mind of **Sargon**, and while she is the embodiment of Sargon's wife, **Thalassa**; and he finds himself still attracted to her after they are returned to their respective bodies.

When Kirk accidentally beams to what becomes known as the **mirror universe**, he discovers his counterpart also has a way with women, and keeps a 'designated woman' named **Marlena Moreau**. On his return to his own universe, Kirk is pleasantly surprised to find her counterpart recently assigned to duty on his *Enterprise*.

Kirk's diplomatic missions conclude peacefully on many occasions because of his winning ways with women. From the proud **Elaan**, **Dohlman** of **Elas**, to the naive **Odona** of **Gideon**, Kirk's winning ways with women play an important part in his work.

Even time is no barrier to Kirk's romances. When he and **Spock** pursue a deranged **Dr. McCoy** back

## PROFILE OF A LOVER

**ROMANCES:** 2266–2269

**REMARKS:** During his time as captain of the ***U.S.S. Enterprise***, Kirk finds romance on many of his missions throughout the Galaxy. His seductive charm wins the hearts and minds of women everywhere, even if the result is as brief as a stolen kiss, or a moment gazing out at the stars from the observation lounge.

**RESULTS:** Kirk's relationships during this period of his life are mostly short. He marries once, to Miramanee, but is widowed soon after.

***The charismatic starship captain wins the hearts of many powerful and independent women, perhaps because of his firm belief in their abilities. Kirk certainly seems to be more drawn to these strong women, who include Edith Keeler, Ann Mulhall, Shayna, and, in a parallel dimension, Marlena Moreau.***

### ★ The doctor

***Kirk first meets Dr. Helen Noel at a science lab Christmas party. He is embarrassed when she is later assigned to landing party duty with him on Tantalus V.***

## WOMEN IN UNIFORM

### ★ Hidden attraction

***Captain Kirk and Dr. Ann Mulhall discover their attraction after lending their bodies to the minds of Sargon and Thalassa, whose love has endured over centuries.***

### ★ The protector

***When Kirk and Uhura are held captive by the Platonians, Uhura confesses that when the U.S.S. ENTERPRISE is in danger, she always looks to the captain to allay her fears.***

### ★ Chivalry

***Kirk almost falls for his own yeoman. He carries out several acts of chivalry to ensure her safety and happiness during her posting to his ship.***

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# Kirk and Romance: Part 2

## Androids

***Women are instinctively drawn to Kirk – even androids such as Andrea and Rayna Kapec, who may not be programmed for such behavior.***

"I think I'm in love with Edith Keeler."
— Kirk to Spock

## Opposites

***In the mirror universe, Kirk discovers that he and his counterpart have one thing in common: women. He finds a loyal officer in Marlena Moreau.***

## First love

***Kirk awakens first love in Rayna, but she is torn between him and her creator, Flint. This causes her circuits to overload and she 'dies.'***

to 20th-century Earth, Kirk falls in love with social activist **Edith Keeler**. Tragically, he is forced to stand by and watch her die so that history can run its predestined course.

On **Stardate 5843**, Kirk falls in love with the lovely **Rayna Kapec**, ward of **Mr. Flint**. Kirk is the girl's first love; he remains captivated by her even when he discovers she is an android. Kirk is devastated when she ceases to function, and only a **Vulcan mind-meld** helps him come to terms with her loss.

Only once does one of Kirk's affairs lead to marriage, but the captain is sadly left a widower after only a brief time with **Miramanee**.

## Captive love

Kirk's flirting often proves advantageous. When he is captured and enslaved by the **Providers** of **Triskelion**, he seduces his **drill thrall**, **Shayna**, to gain information about their captors. When given a slave, **Drusilla**, he allows her to seduce him to convince his captor that he does not intend to escape. On another occasion, he flirts with **Lenore Karidian** to find out if her father is guilty of genocide.

More than once, Kirk has fallen in love against his will, such as when **Nona**, the wife of his friend **Tyree**, casts a **Kahn-ut-tu** spell on him making him desire her, or when he is forced into an embrace with **Uhura** by the mental abilities of the **Platonians**.

Kirk wins the hearts of many women and they, quite often, win his. However brief are these fleeting affairs, the good captain always makes an honest attempt to depart on good terms.

## SEDUCTION

### Star-crossed

**Captain Kirk's first and primary love will always be his starship, the *U.S.S. Enterprise*. He is most committed to the ship and the safety of his crew. But Kirk indulges many of his romantic whims while in command, and his crew are aware that his flirtations have often saved the starship. On rare occasions, however, it is Kirk who is seduced by women, such as Elaan, the Dohlman of Elas. The haughty Elaan compels the captain to fall in love with her by sheer chemistry: when Kirk wipes away the Elasian's tears, he comes into contact with a biochemical agent that causes him to fall violently in love with her, and he momentarily forgets his loyalty to his starship. Kirk is influenced by another love potion when a Kahn-ut-tu woman, Nona, desires the starship captain for herself.**

## Irresistible

***When Kirk is cured of a fatal Mugato bite by the wife of his friend, Tyree, it soon becomes clear that the ambitious Nona, aware of his status as a starship captain, has cast an irresistible spell on him.***

## Chemistry

***Between Kirk and Elaan, an Elasian woman, the attraction is purely chemical.***

## Enslaved

***The dashing Kirk seduces Shayna in order to learn about the nature of his captors. She ends up genuinely winning his heart.***

# Leeta and Rom

**Leeta**, the beautiful **Bajoran dabo girl**, and the unprofitable, mild-mannered **Ferengi**, **Rom**, seem an odd couple at first glance. Yet their mutual attraction leads to marriage during the turbulent and dangerous times of the **Dominion** war.

**Rom** and **Leeta**'s relationship begins with the **Guild of Restaurant and Casino Employees**. When Rom finally stands up to his brother, **Quark**, and forms an employees' union, the voluptuous **dabo girl**, Leeta, finds his actions admirable. Rom earns her gratitude for the resulting pay rise; she tells him that she knew he had natural leadership skills all along, and even kisses him on the forehead. But, as she is already involved in a relationship, her thoughts do not turn immediately to romance.

## Change of vocation

Rom becomes a junior grade diagnostic and repair technician aboard ***Deep Space Nine***, but he often returns to **Quark's bar**, where a friendship develops between him and Leeta. When **Chief of Operations Miles O'Brien** asks about the **Bajoran** legends surrounding the **Pah-wraiths**, the **Ferengi** is well informed, as Leeta has been telling him about her people's myths. He even goes so far as to wear a Bajoran earring for her. For her part, Leeta finds Rom a good listener – a big step forward in any relationship.

After Leeta ends her romantic involvement with **Dr. Julian Bashir** in 2373, she confesses to finding Rom cute and very sexy. However, Rom is quite shy about expressing his feelings, and remains tongue-tied. In a bid to force his hand, Leeta accepts a job offer from **Dr. Lewis Zimmerman** that requires her to leave *Deep Space Nine*. The ploy works: Rom declares that he loves her, and the couple decide to marry.

Rom brings some baggage to his relationship; the father of his first wife, **Prinadora**, swindled him out of all his money because he failed to read the fine print on the marriage contract. Nervous of being cheated again, he demands that Leeta sign a prenuptial **Waiver of Property and Profit**, stating that she will give up all claim to her husband's estate should the marriage end. Leeta is insulted and hurt by this; she views marriage as a sharing of everything, including money. The wedding is canceled.

Both partners insist this is the best course, but they both know, deep down, that they want to be together. Rom makes the decisive move by donating his life savings to **Major Kira** for the **Bajoran War Orphans Fund**. Leeta is thrilled at his sacrifice, saying that the two

## PROFILE ON LEETA & ROM

**REMARKS:** Leeta's growing attraction to her colleague, Rom, blossoms into love.

**INITIAL STIRRINGS:** Involvement in the Guild of Restaurant and Casino Employees at Quark's bar in 2372.

**MARRIED:** By the Emissary, Benjamin Sisko, in 2374.

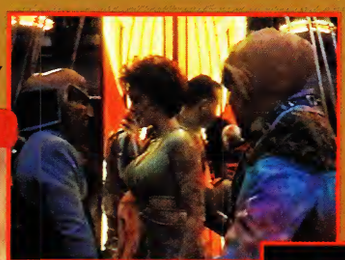
**PREVIOUS ADMIRERS:** Among others, Dr. Julian Bashir and Dr. Lewis Zimmerman. Leeta is Rom's second wife.

**FIRST SEEN TOGETHER:** 'Bar Association' [DS9]

***At first sight, Leeta and Rom may appear to be an odd couple and ill matched. She is tall and glamorous, he is short and awkward, but opposites attract; he appreciates Leeta's honesty and lack of pretensions, while she loves his kindness and the stand he will take for others against injustices.***

### ★ Beauty is only skin deep

***Dr. Bashir, Leeta's former lover, is better looking than Rom, but she values her husband's kind heart above his looks.***



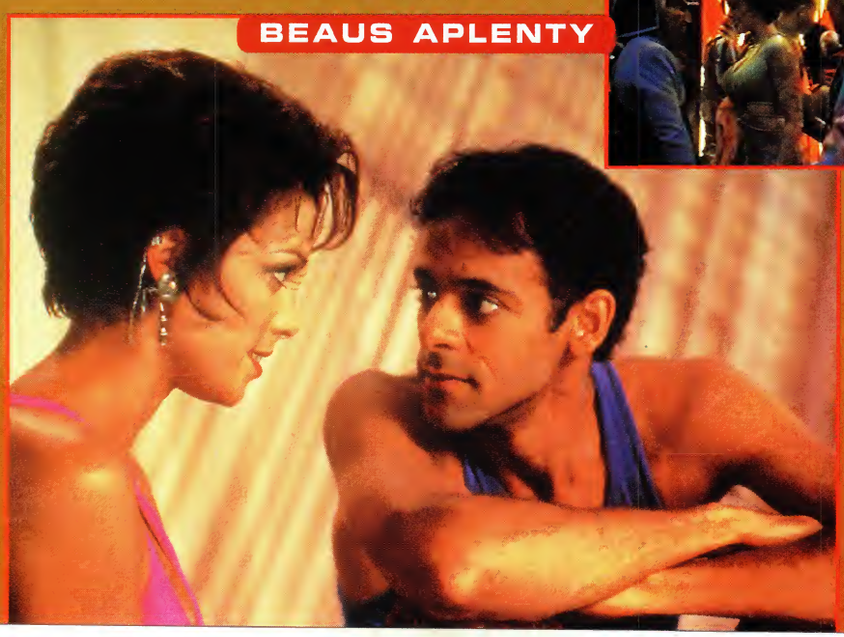
### ★ First sight

***Leeta first notices Rom when he leads the bar staff at Quark's in a strike to demand better wages and conditions.***

### ★ Doctor's orders

***Dr. Lewis Zimmerman tries his best to win Leeta's heart during his short stay on DEEP SPACE NINE, but she stays true to Rom.***

## BEAUS APLENTY



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# PERSONNEL FILES
# Leeta and Rom



### Sad parting
***Rom stays when the Dominion attacks, but he wants Leeta evacuated to Bajor.***

"The problems of two newlyweds are but a small thread in the tapestry of Galactic events. You might not understand that today, or even tomorrow. But someday you will."

— Rom to Leeta, prior to the Dominion attack

### Realization
***Leeta and Rom finally profess their love for one another when Leeta is on the verge of being spirited away by Dr. Lewis Zimmerman to manage the cafe on JUPITER STATION.***

will live on their love and her salary. Rom accepts the fact that Leeta won't quit her job, wears clothes, and goes out in public, even though such behavior would be unacceptable on **Ferenginar**. They plan every detail of their wedding, looking together for a gown that will satisfy both Leeta, who wants something elegant, and Rom, who would prefer her to follow Ferengi tradition and go naked. They ask **Captain Benjamin Sisko**, the Bajoran **Emissary**, to perform their wedding ceremony.

## Wedded bliss comes asunder

But wedded bliss is not immediately forthcoming. Rom worries over such issues as larger quarters, even though most of his time is taken up inventing the self-replicating mines designed to hold at bay the encroaching **Dominion**. But the coming war erases any minor concerns, and Rom and Leeta are married in a hasty ceremony performed by Sisko just before **Starfleet** abandon *Deep Space Nine*.

### Second time lucky
***Leeta finally makes Rom happy; his disastrous first marriage ended with the Ferengi being swindled.***

Rom insists that Leeta evacuate with the other Bajorans, but he himself stays behind – ostensibly to work for Quark, but, in reality, to spy for the **Federation**. When his wife returns to the station some time later, she discovers that Rom has been caught trying to sabotage the Dominion's scheme to disable the minefield. The Ferengi faces his death sentence bravely, but Leeta weeps for her husband, calling him her hero.

When Quark offers to help his brother, Leeta is overjoyed, offering to work his dabo tables for free for an entire year if Quark can rescue her husband. Rom instead insists that Quark concentrate on finishing the sabotage plan – a heroic stance that only makes Leeta love and admire him more. His life is saved when Starfleet retakes *Deep Space Nine*.

## Wandering eyes

Leeta sometimes finds other men attractive – such as **Lt. Manuele Atoa**, who performs a Maori dance during **Jadzia Dax**'s hen party – but her husband places such trust in her that Leeta handles all of their finances. There can be no greater vote of confidence from a Ferengi; it is a far cry from the days when Rom was adamant she sign a profit waiver.

Based on his relationship with his mother **Ishka**, his son **Nog**, and his brother, Rom values family highly and cherishes the part they play in his life. Now that Leeta is a part of his family, he does all he can to ensure her happiness and be worthy of her.

## PART OF THE FAMILY

### The Nagus and the in-laws

**Leeta is devoted to her husband, even if it means helping a Ferengi cause and being pleasant to the lecherous Grand Negus Zek when he is exiled from Ferenginar. When, on another occasion, Quark is surgically altered to resemble a Ferengi female, Leeta helps her brother-in-law with his accessories and clothing. When Rom demonstrates how a woman walks and sits, Leeta appears charmed, as ever, by his bumbling manner.**

### Family bonding
***Rom values his family very much – even his brother, Quark, who treats him rather badly. When Leeta becomes his wife, she forges a special relationship with Rom's son, Nog.***

### Messing with cross-dressing
***Leeta and Rom instruct Quark in the foibles of the opposite sex when the barkeep must fool Commissioner Nilva into thinking he is a female.***

### Keep away
***Leeta puts up with a great deal out of love for her new husband, including the lecherous advances of the Grand Nagus, who takes up residence on DEEP SPACE NINE when he is exiled from Ferenginar.***

# Lwaxana Troi: Family and Background

Two aspects of **Lwaxana Troi**'s life define the flamboyant **Betazoid**: her role as an ambassador, and her dedication to being a dutiful mother to **Counselor Deanna Troi**.

**Lwaxana Troi** is proud of her **Betazoid** heritage, but she fell in love with and married a human **Starfleet** officer, **Ian Andrew Troi**. They had two daughters: **Kestra**, in 2329, and **Deanna**, in 2336.

The Troi family lived on Betazed, where Lwaxana and Ian would take their family for picnics near a musical **muktok plant**. Deanna enjoys doing the same years later, with her own young Starfleet lover.

Lwaxana diligently kept a journal about her life, beginning on **Stardate 30620**, the year she married Ian. In it, she recalls Kestra as a sweet, happy child who adored her younger sister, and always wanted to help care for her.

Tragically, Kestra died in 2336, in a drowning accident for which Lwaxana blamed herself. She felt so guilty for not saving her daughter that she made her husband promise never to speak of her, and erased all of her journal entries concerning the child.

## Family tragedy

Lwaxana's repression of the grief surrounding her daughter's death resurfaces in 2370. Her denial of her grief causes her psyche to collapse upon itself, and she retreats into her **meta-conscious**, a part of the Betazoid psyche that protects them from psychic trauma. Fortunately, Deanna is able to help her mother move beyond her grief.

Ian died when Deanna was seven years old, and Lwaxana packed away her husband's belongings, with the exception of a single photograph which she always carries.

After the loss of her husband and eldest child, Lwaxana became an overprotective mother to her younger daughter, Deanna. She often despairs at her daughter's serious demeanor; once, she tells Deanna that her pronouncements sound more like epitaphs. Lwaxana prefers to communicate with Deanna telepathically, though her half-human daughter reminds her that it is rude to do so among non-telepaths.

Lwaxana is an opinionated, outspoken and vibrant woman; her daughter considers her incorrigible. For her part, Lwaxana constantly tries to influence Deanna into marrying. Among the unions she suggests is **Wyatt Miller**, the son of old family friends, to whom Deanna was genetically bonded in childhood. She also encourages Deanna to get **William Riker** to the altar.

## Duty and pleasure

When on official missions as a Betazoid ambassador, Lwaxana takes her position seriously. She works diligently with the **Cairn** to help them communicate with non-telepathic races and gain entry to the **Federation**, but also doesn't miss the chance to try to set her daughter up with one of the delegates.

Lwaxana likes to remind people that she is the **daughter of the Fifth House, Holder of the**

## BACKGROUND PROFILE

**HUSBANDS:** First husband, Ian Andrew Troi (deceased); second husband, Jeyal (divorced); third husband, Odo.

**CHILDREN:** Kestra (deceased) and Deanna, by Ian Andrew Troi; one son, name unknown, by Jeyal.

**LINEAGE:** Lwaxana is daughter of the Fifth House.

**REMARKS:** As daughter of the Fifth House, Holder of the Sacred Chalice of Rixx, and Heir to the Holy Rings of Betazed, Lwaxana is very aware of her Betazoid heritage. She despairs that Deanna is not similarly proud.

***Lwaxana's greatest joy in life is children. She fondly recalls that her eldest daughter, Kestra, would awake every morning with a smile on her face, and she easily befriends Alexander Rozhenko and Molly O'Brien.***

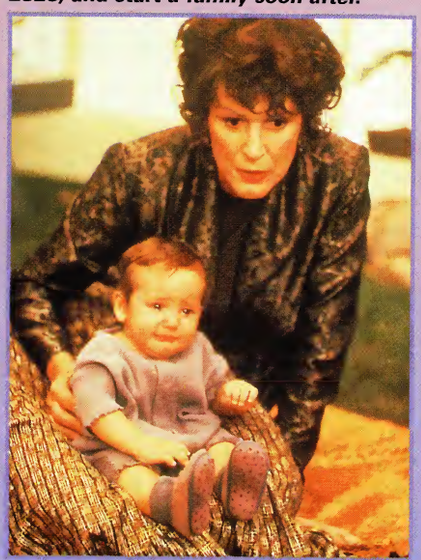
## THE TROI FAMILY

### Maternal

***The Trois have two daughters, but Kestra dies in childhood. Lwaxana possesses a strong maternal streak, and takes her role as mother extremely seriously, even when Deanna is an adult.***

### Young love

***Lwaxana grows up proud of her Betazoid heritage, but she stills falls in love with an offworlder, the human Starfleet officer, Ian Andrew Troi. The happy couple marry in 2328, and start a family soon after.***



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# Lwaxana Troi: Family and Background

**Sacred Chalice of Rixx**, and **Heir to the Holy Rings of Betazed**. The significance of these items is unclear, though Lwaxana concedes that the Sacred Chalice of Rixx is just an old clay pot with mold growing inside.

Before becoming an ambassador in 2365, Lwaxana found the human habit of thinking one thing but saying another bothersome. She believes Betazed telepathic communication, which allows for complete honesty, frightens non-telepaths. As the years go by, however, she seems less inclined to disparage other races.

As befits her station, Lwaxana is always accompanied by **Mr. Homn**, who is apparently devoted to Lwaxana. In fact, he keeps a picture of her eldest daughter in preparation for the day when she might want to remember Kestra. Homn sees to all her needs, including planning her wedding.

Lwaxana considers herself a suitable match for someone with noble blood, and certainly dresses the part; her colorful wardrobe is nothing if not eye-catching. She has a sharp sense of humor, and takes great delight in teasing people, accusing men of lewd thoughts about her, and making blunt statements that some find embarrassing.

As she ages, Lwaxana comes to miss the companionship of a husband. She manages to avoid an ill-advised union to **Minister Campio**, of the planet **Kostolain**, in 2368, but enters into an equally loveless marriage in 2371 with the **Tavnian Jeyal**. She realizes that she must escape from the marriage when she becomes pregnant with a son; patriarchal Tavnian tradition dictates that the child will be taken from her, and raised among members of his own sex only.

## Single mother

Convinced that this is not the upbringing she wants for her child, Lwaxana flees to ***Deep Space Nine*** and enters into a marriage of convenience with her friend, **Odo**. Under Tavnian tradition, her new marriage negates Jeyal's claim to the unborn child.

Unaware of Odo's great affection for her, Lwaxana leaves the station after their wedding to return to Betazed, where she will raise her son in the same loving environment she provided for her daughters. Her own search for a lover remains on hold; her children have always come first, and always will.

"The great secret is not the variety of life, but the variety of us!" – Lwaxana Troi to young Alexander Rozhenko

★ **Second chance**

***Lwaxana has a second chance at motherhood; the Changeling Odo marries her to protect her child.***

★ **Grief denied**

***For many years, Lwaxana shuts all memories of her daughter, Kestra, from her mind.***

★ **Opposites**

***Deanna finds her mother's behavior outrageous, while Lwaxana accuses her daughter of being "deadly dull."***

## FAMILY BUSINESS

### Ambassador and mother

**As daughter of the Fifth House of Betazed, Lwaxana Troi takes her familial duties very seriously, and she expects the same of her only surviving daughter, Deanna. Ian and Lwaxana followed the Betazoid tradition of genetic bonding, and betrothed Deanna to the son of close family friends; Deanna is expected by her mother to honor this commitment when the time comes. Lwaxana even uses her position as an ambassador to find a husband for Deanna; she convinces Maques, a widowed Cairn, that Deanna would welcome his attention.**

**Little one**

***Deanna often argues with her interfering mother, who in turn is frustrated by a daughter whom she considers to be overserious. Far from treating her as an adult, Lwaxana still calls Deanna "little one."***

**Irritation**

***Despite the fact that the Millers are old friends of her husband, Ian, Lwaxana finds Victoria Miller obnoxious when they meet again after many years. Their children were genetically bonded years before.***

**Royalty**

***As a daughter of the socially-prominent Fifth House, Ambassador Troi expects to be treated as nobility wherever she travels. She even expects Captain Picard to carry her heavy luggage.***

# Camus II Life Energy Transfer Device

**The life energy transfer device, developed by the extinct people of Camus II, is a dangerous tool in the wrong hands. Its original purpose remains a mystery, but it can be used to forcibly take control of someone else's body.**

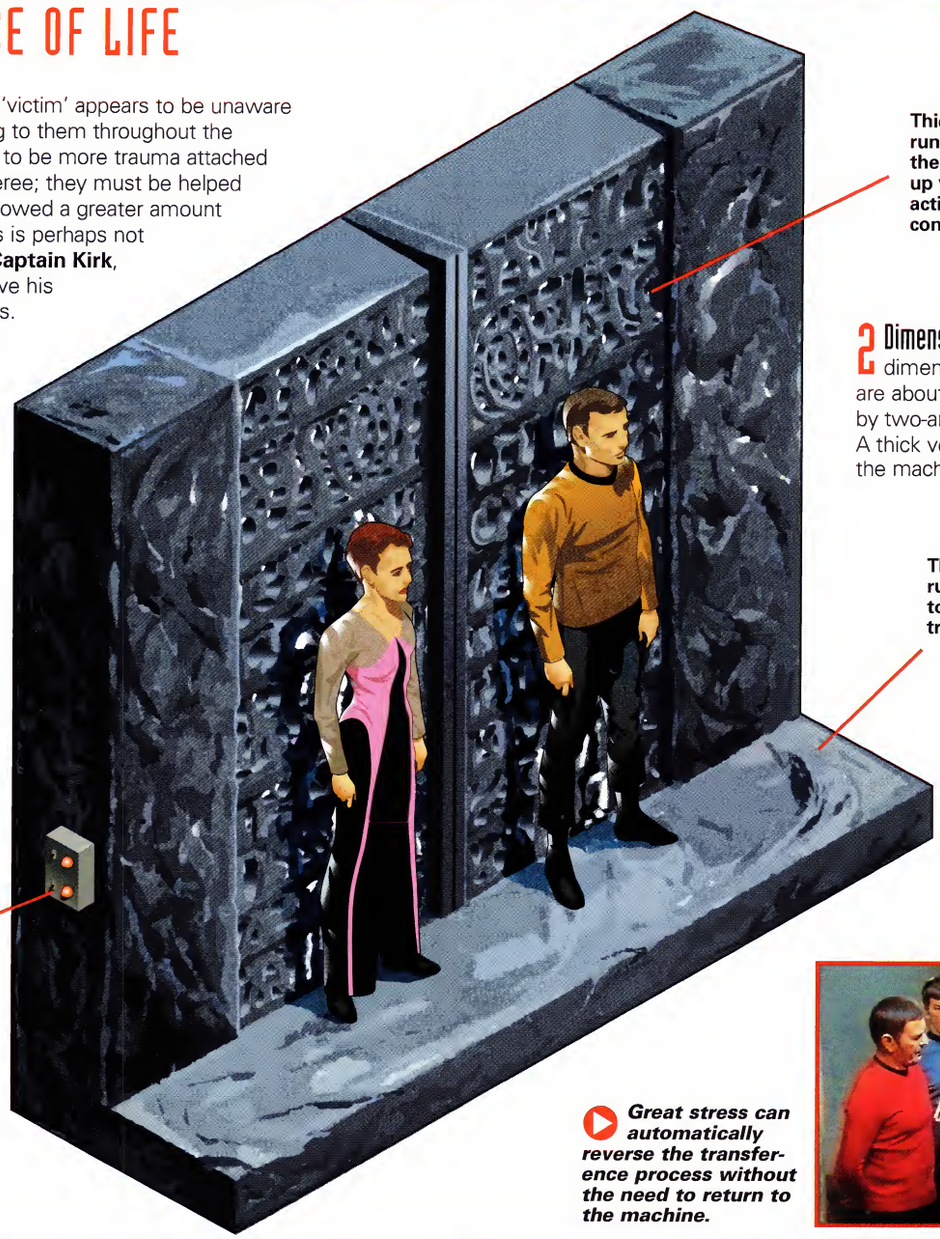
One of the many exotic and extraordinary pieces of technology encountered by the crew of the ***U.S.S. Enterprise NCC-1701*** is the life energy transfer device developed by the long-extinct people of **Camus II**. Its original purpose is a matter for conjecture, but the use found for it by **Dr. Janet Lester**, the deranged and obsessive leader of a **Federation** scientific study expedition to the planet, is as unethical as it is dangerous.

In its deactivated state, the device is impossible to distinguish from the gray stone walls of the ruins, though it is covered in thick, crudely-etched runic symbols. Only when the device is activated is its true nature revealed. Pressing a button on a small, red, handheld device results in a number of things happening simultaneously.

Primarily, the 'carvings' light up; a white light from the power source behind the facade glows brightly through them. At the same time, a high pitched, electronic, reverberating sound can be heard, and a limited-range, invisible containment field is activated on the panel on the left-hand side. This instantly freezes anyone standing on the platform in front

## THE ESSENCE OF LIFE

**1 Without consent** The 'victim' appears to be unaware of what is happening to them throughout the process. There seems to be more trauma attached in the case of a transferee; they must be helped off the platform and allowed a greater amount of time to recover. This is perhaps not surprising, given that **Captain Kirk**, for example, did not give his consent for the process.



**Thick, crudely-etched runic symbols cover the device. These light up when the device is activated by a handheld control mechanism.**

**2 Dimensions** The overall dimensions of the device are about two meters wide by two-and-a-half meters high. A thick vertical band separates the machine into two halves.

**The raised platform runs across the total width of the transfer device.**

**Two simple, two-stage toggle switches control the process. The bottom switch is primed first, as indicated by an orange light, followed by the top switch when the transferer is in position.**

***Great stress can automatically reverse the transference process without the need to return to the machine.***

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# Camus II Life Energy Transfer Device

of it, and allows the person who activates the device to take their place on the right-hand panel.

Two further controls are located on the right-hand side of the device. The transferer activates the bottom switch first, and then takes their place next to the transferee, adopting the same body positioning as the other; he or she must then lean around to the top switch and flick it downward.

Once the process is complete, the transferer, now in their new body, is the first to recover. They experience some disorientation, but they are able to move off the platform and deactivate the unit. As the lights instantly disappear, so too does the field holding the transferer's original body, now with the consciousness of the 'victim'.

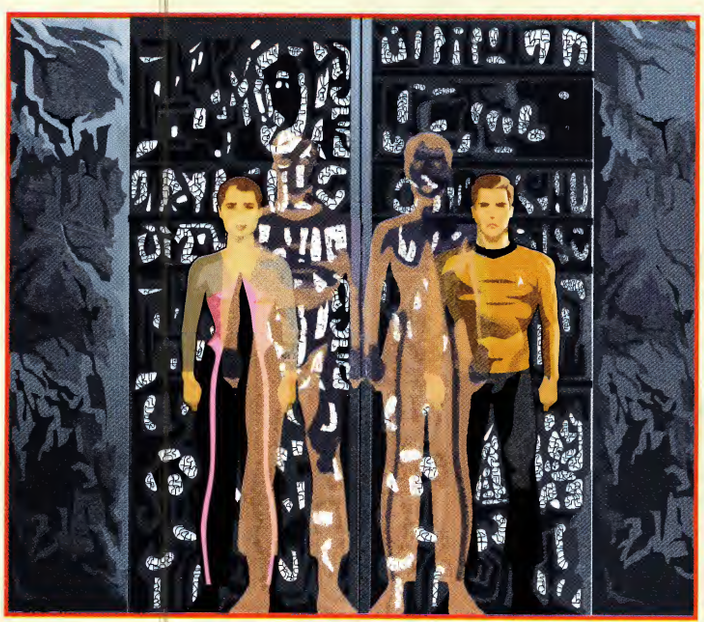
The transference process can be reversed without further use of the device; moments of great stress can achieve this either temporarily or permanently. The only way to guarantee a permanent transference is to kill the other party.

***Dr. Janet Lester, leader of a Federation scientific study expedition to Camus II, uses the life energy transfer device on herself and Captain Kirk.***

***The fact that Dr. Lester does not succeed in killing her own body is the only reason that Captain Kirk is able to return to normal after the process.***

**1 Activation** Depressing the toggle switches on the side of the life energy transfer device begins the process. The target body (on the left-hand side) is held in place by an invisible containment field.

**2 Transfer begins** As the hum increases, a ghostly image bathes both users, quickly changing to a negative transparent representation that moves forward, out of the host bodies.



**3 Cross over** The transparent representations cross over the bodies and are immediately absorbed into the other person. The process takes 12 seconds in total, and is completely automatic.

**4 Transfer complete** Upon completion of the process, the unit stays lit, but the sound reduces to a quiet hum. The transferer, now in their new body, is the first to recover, albeit with slight disorientation.

FILE 68 STAR TREK: The Original Series

# 'The Cloud Minders'

In order to save the plague-stricken world of **Merak II**, the ***U.S.S. Enterprise NCC-1701*** is sent to collect a consignment of **zenite** from the planet **Ardana**. However, the mission is interrupted by civil strife between Ardana's cloud city dwellers and the **Troglytes** of the mines.

**CAPTAIN'S LOG**
**STARDATE: 5818.4**

*"A botanical plague is devastating a planet in a quadrant of the Galaxy where the ENTERPRISE is operating ... Under Federation orders we are proceeding ... to the planet Ardana, where the only known source of zenite exists. It is the one substance that can halt the plague."*

With the ***U.S.S. Enterprise NCC-1701*** in orbit around **Ardana**, **Captain Kirk** and **Mr. Spock** beam down to the planet's mine entrances to obtain an urgently needed **zenite** consignment.

Upon their arrival, Kirk and Spock are attacked by a group of **Troglyte** miners, led by a young woman. The Troglytes flee when the **High Advisor**, **Plasus**, beams down with two sentinels. Plasus invites Kirk and Spock to stay as guests on their cloud city, **Stratos**, until the Troglyte rebels are caught.

Spock contemplates Ardana's society; the luxurious Stratos is provided for by the miners on the harsh planet surface. He is suddenly called back by Kirk; **Vana**, the leader of the Troglytes who attacked them earlier, has crept into Kirk's room. The Troglyte rebel leader is taken away by the sentinels, but Kirk and Spock later find her being tortured for information. When Kirk intervenes, Plasus furiously orders the captain to leave.

## Unseen danger

On the *Enterprise*, **Dr. McCoy** reports that the effects of the zenite gas have made the Troglytes mentally retarded and violent, but the effects can be reversed if they wear filter masks. Kirk presents this suggestion to Plasus, who dismisses it as nonsense.

Disobeying Plasus's orders, Kirk beams to Vana's cell and frees her. He offers to provide the Troglytes with masks in exchange for the zenite, but, when they reach the mines, Kirk is taken hostage. Vana does not believe in the zenite gas either. Kirk manages to overcome Vana and block the entrance to the mine. He then orders the *Enterprise* to beam Plasus to the mine to prove the effects of zenite. Kirk and Plasus quickly become violent, and Vana calls the *Enterprise* to beam them up.

Now convinced that Kirk is telling the truth, Vana arranges for the zenite to be exchanged for protective masks. She hopes that one day they will all live in the clouds.

## STARSHIP FACTS

**The intellect of the cloud city dwellers evolved beyond the Troglytes once they moved out of the mines.**

## ON SCREEN...

**1** ***Plasus transports down to the planet's surface with two sentinels; he apologizes that the zenite consignment is not ready, and promises to deal with the Troglyte dissenters.***

**2** ***Spock contemplates the unequal social order of Ardana; the intellectual cloud city dwellers enjoy ethereal pleasures at the expense of the deprived Troglytes.***

**3** ***Plasus's daughter, Droxine, is fascinated by the logical Vulcan, Spock. He appears disturbed when she asks if anything can interrupt the Vulcan seven year mating cycle.***

**4** ***Captain Kirk is outraged when he discovers that Ardana's cloud city dwellers countenance torture as a means of interrogation. Vana is one such victim.***

**5** ***Kirk traps himself, Vana, and Plasus in the mines using his phaser, to demonstrate the harmful effects of exposure to zenite. He and Plasus soon begin fighting.***

**6** ***Much to the frustration of the High Advisor, it is a Troglyte, Vana, who takes over diplomatic negotiations. She gives Kirk the zenite in exchange for filter masks.***

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FILE 68 STAR TREK: The Original Series

# 'The Way To Eden'

A group of idealistic space travelers, crewing the stolen spacecraft ***Aurora***, are beamed aboard the ***U.S.S. Enterprise NCC-1701***. Led by the insane **Dr. Sevrin**, the youngsters claim they are on a quest to find the mythical paradise planet of **Eden**.

**CAPTAIN'S LOG**
**STARDATE: 5832.1**

*"The son of the Catullan ambassador is one of six we have beamed aboard from the stolen cruiser, AURORA. We have been ordered to handle him with extreme delicacy, because the treaty between the Federation and Catulla is at a crucial phase."*

The ***U.S.S. Enterprise NCC-1701*** pursues the stolen spacecraft ***Aurora*** toward **Romulan** space. *Aurora*'s engines overheat, and its six occupants are beamed to the *Enterprise*. **Captain Kirk** and **First Officer Spock** go to the **transporter room** to meet their 'guests'; they are under orders to treat them with tolerance due to the presence of the **Catullan** ambassador's son, **Tongo Rad**. The group's leader, **Dr. Sevrin**, tells Kirk they are searching for the legendary planet **Eden**. Spock appears to understand the group's philosophy, and explains to Kirk that they have rejected technology in exchange for more primitive values.

**Dr. McCoy** discovers that Sevrin carries the artificial virus **sythococcus novae**, a disease which is deadly to primitive worlds. Sevrin is put into isolation, but his followers protest. Spock tries to reason with the man, but discovers that Sevrin is insane. Nevertheless, the curious **Vulcan** privately calculates the possible location of Eden.

## Poisoned paradise

Sevrin is freed by Tongo Rad, and they rendezvous with the rest of their comrades at auxiliary control. Sevrin takes control of the ship, plotting a course for Eden through Romulan space, based on Spock's computations. Upon reaching the planet, Sevrin renders the *Enterprise* crew unconscious using ultrasonics, while he and his followers take a shuttle to Eden.

When Kirk and his crew awake, Kirk leads a landing party down to the planet. The plant life is deadly, and Sevrin's followers are found huddling in the shuttle, their bare feet burned by acidic grass. Still believing the planet to be Eden, Sevrin races to a tree and bites into the poisonous fruit; he dies instantly.

The *Enterprise* returns Sevrin's surviving followers to a starbase. Before they leave, Spock expresses his sincere wish that they will one day find Eden.

## STARSHIP FACTS

**Before Dr. Sevrin began his quest for Eden, he was acclaimed for the brilliance of his research in acoustics and communication on Tiburon.**

## ON SCREEN...

**1** *An astonished Mr. Scott beams aboard a group of travelers. Their philosophy of 'one', symbolized by the egg shape they make, is like that of Earth's hippies.*

**2** *Sevrin's followers call Kirk "Herbert." Spock explains that Herbert is a minor official, notorious for his rigid approach and limited pattern of thought.*

**3** *Chekov once had a relationship with one of Sevrin's followers, Irina Galliulin, but he disapproves of her for dropping out of Starfleet Academy.*

**4** *Spock is asked by Sevrin's band of followers to join them in a musical performance with his Vulcan lyre. Spock is told it "would really sound."*

**5** *Kirk's landing party discover the body of one of the carefree musicians; he bit into a poisoned fruit. Spock reports that, ironically, his name was Adam.*

**6** *Chekov and Irina bid each other farewell, agreeing to reconcile their differences. Spock assures Irina that she will one day find Eden.*

FILE 71 STAR TREK: VOYAGER

# 'Year of Hell' Part I

Somewhere in the **Delta Quadrant**, an entire species is erased. There is no war, no destruction. The civilization is neither remembered nor forgotten – it simply never existed. This apocalyptic event is monitored solely by a crew of scientists on a deadly ***Temporal Weapon Ship***.

**'YEAR OF HELL'**

*"Abandon ship? The answer's no. I'm not breaking up the family, Chakotay. We're stronger as a team ... one crew, one ship. The moment we split apart, we lose the ability to pool our talents ... we become vulnerable ... I say we make our stand together."*

– Janeway to Chakotay

The ***U.S.S. Voyager NCC-74656*** approaches a new area of space and is hailed by an alien vessel. Its commander arrogantly orders the starship to leave the area, but his craft poses no real threat to *Voyager*. The **Starfleet** vessel is later visited by a **Zahl** representative, who explains that the unfriendly race is called the **Krenim**. The Krenim ruled this area of space with terrible temporal weapons until the Zahl overthrew them.

The small Krenim vessel returns to accuse **Captain Janeway** of conspiring with their enemy, and **Ensign Kim** detects a huge spatial distortion, originating from the Zahl homeworld and heading their way. The Zahl and their ships suddenly disappear.

## The tide turns

History has changed. *Voyager* now battles a powerful vessel of the **Krenim Imperium**. The starship is badly damaged in the weeks ahead, its shields providing little protection against the Krenim's temporal weapons.

Outside of the spacetime continuum, **Commander Annorax** of the ***Krenim Temporal Weapon Ship*** receives the results of the temporal incursion he initiated. The erasure of the entire Zahl civilization from existence has failed to completely restore the Krenim Imperium, and Annorax orders another incursion.

**Seven of Nine** develops temporal shielding for *Voyager*, based on data collected from a Krenim torpedo lodged in a **Jefferies tube**. The new shields make *Voyager* an unexpected temporal anomaly, affecting the next incursion. The Krenim Imperium is again set back. A shocked Annorax heads for *Voyager* and abducts two specimens: **Chakotay** and **Tom Paris**.

The *Weapon Ship* launches a fierce attack on *Voyager*. With her vessel damaged almost beyond repair, Janeway orders all but a skeleton crew to evacuate in escape pods. They will meet up again on the other side of Krenim space.

## STARSHIP FACTS

**Chakotay replicates an old-fashioned pocket watch for Janeway. She is surprised by the gift, as she had forgotten her own birthday.**

## ON SCREEN...

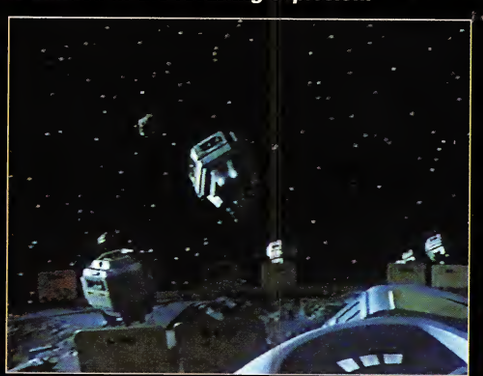
**1** ***Captain Janeway and her crew gather in the Astrometrics Lab of the U.S.S. VOYAGER to celebrate Seven of Nine and Ensign Kim's new navigational system.***

**2** ***The Zahl representative stands on the bridge of VOYAGER and listens in horror as Kim reports the destruction of his homeworld by a temporal shockwave.***

**3** ***The Zahl no longer exist in the timeline, and Janeway finds her ship locked in battle with the technologically-superior craft of the Krenim Imperium.***

**4** ***Seven of Nine disobeys Tuvok's orders and takes readings from the Krenim torpedo trapped in a Jefferies tube. Tuvok is blinded in the resulting explosion.***

**5** ***Commander Annorax informs Janeway that VOYAGER has created a temporal anomaly which has affected his calculations; he regrets that the ship must be destroyed.***



**6** ***The crew evacuate VOYAGER in escape pods. The captain remains behind on her ship with Tuvok, Seven, Torres, the Doctor, Kim, and Neelix as her only support.***

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FILE 71 STAR TREK: VOYAGER

# 'Year of Hell' Part II

Badly damaged by the continuous assaults of the **Krenim**, the ***U.S.S. Voyager NCC-74656*** seeks refuge within a nebula. **Commander Annorax** is determined to find the starship and destroy it, thereby restoring the timeline in which the **Krenim Imperium** ruled supreme.

A vulnerable ***U.S.S. Voyager NCC-74656*** hides within a nebula, but the gases invade the starship's decks. Meanwhile, on the ***Krenim Temporal Weapon Ship***, **Annorax** asks **Chakotay** and **Paris** for the location of *Voyager* in order to restore his timeline and the ship to their former condition. Paris does not trust him, but Chakotay develops a scientific understanding with the commander.

Annorax is trying to erase an error he made in the timeline 200 years ago. The *Weapon Ship* wiped their greatest enemy, the **Rilnar**, from existence; but this also erased a vital antibody that the Rilnar had introduced to the **Krenim** genome. The **Krenim Imperium** fell to a terrible disease.

## Desperate times

Paris finds an ally in a Krenim scientist, **Obrist**, who is tired of Annorax's centuries-old quest. Paris learns that, while the ship's temporal core keeps it out of phase, its normal shielding is very weak. Obrist agrees to give him access to communications, and Paris transmits their location to *Voyager*.

**Captain Janeway** finds allies against the Krenim in the **Nihydron** and the **Mawasi**, and sets a course for the *Weapon Ship*. The remaining bridge crew are evacuated to the alien vessels. Annorax is confident he will destroy this pitiful fleet – until Obrist shuts down the temporal core.

Paris and Chakotay beam to **Tuvok**'s ship and transmit the coordinates of the temporal core to Janeway. A failing *Voyager* is set on a collision course for the core; upon impact, *Voyager* and the *Weapon Ship* are destroyed in a massive temporal shockwave.

The destruction of the *Temporal Weapon Ship* alters the timeline; a restored *Voyager* now sails through space as if the past year had never happened. *Voyager* approaches Krenim space, but is warned off by a Krenim vessel as that area of space is in dispute. Janeway plots a course around Krenim territory, and *Voyager* continues on its journey without engaging the race.

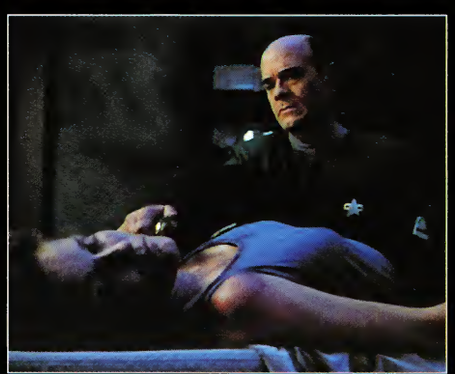
## STARSHIP FACTS

**Annorax is obsessed with restoring to existence his family's home on the Kyana Prime colony.**

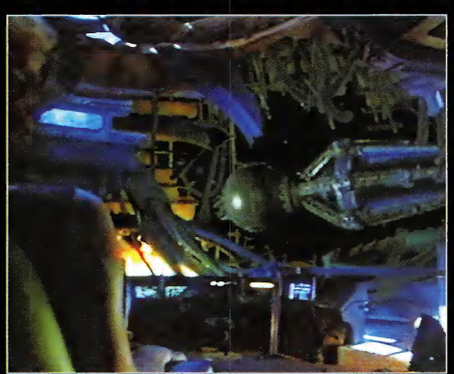
## ON SCREEN...

**1** ***On the TEMPORAL WEAPON SHIP, Paris and Chakotay dine with Annorax. The commander displays the relics he has hoarded from now non-existent races.***

**2** ***The remaining crew of the U.S.S. VOYAGER attempt to lift morale by dining together on a meager diet of emergency rations.***



**3** ***Janeway suffers third degree burns while manually accessing deflector control to protect VOYAGER from micrometeor bombardment.***



**4** ***The last thing Captain Janeway sees on VOYAGER'S shattered viewscreen is the collision course she sets for the KRENIM TEMPORAL WEAPON SHIP.***

**5** ***The timeline is restored to its original state. The crew of VOYAGER have no memory of the year of hell, and are about to celebrate the new Astrometrics Lab.***

**6** ***On Kyana Prime, a dedicated Krenim scientist named Annorax sits at his desk and continues to work on his design for a TEMPORAL WEAPON SHIP.***

## 'I Hate You'

This Earth song from the 1980's expressed anti-social sentiments, and was favored by a youth culture group known as 'punks'. **Admiral James T. Kirk** considered it to be "damn noise." (*Starship Log:* ***Star Trek IV: The Voyage Home***) ***SEE FILE 75***

## 'I, the Jury'

This hard-boiled detective novel, by Mickey Spillane, was published in 1946 and featured sex and violence. **Miles O'Brien** loaned a copy to **Odo**. (*Starship Log:* 'Profit and Loss' [DS9]) ***SEE FILE 70***

## I'danian spice pudding

Exceedingly rich dessert for which **Jake Sisko**, and other residents of ***Deep Space Nine***, have a weakness. **Captain Sisko** occasionally has the dish delivered from **Quark**'s bar. (*Starship Log:* 'Babel' [DS9]) ***SEE FILES 43, 70***

## 'I'm Ready To Die; How About You?'

An article advocating self-termination, written by **Quinn** for the magazine '**The New**'. Its opinions caused the **Q Continuum** to shut down the publication. (*Starship Log:* 'Death Wish' [VOY]) ***SEE FILES 17, 57, 71***

## 'I've Got You Under My Skin'

Romantic song performed by **Vic Fontaine** for **Odo** and **Kira Nerys**. Its lyrics include the line, "so deep in my heart, you're really a part of me," which moved the two to dance. (*Starship Log:* 'His Way' [DS9]) ***SEE FILES 56, 70***

## Iadara Colony

This **Federation** establishment is on the planet **Iadara**, close to **Cardassian** space. In a different quantum reality, the Iadara Colony was subjected to covert surveillance by Cardassians. (*Starship Log:* 'Parallels' [TNG]) ***SEE FILES 3, 7, 69***

## Ibudan

Humanoid racketeer in medical supplies, and murderer, who arrived on ***Deep Space Nine*** in 2369. He was seeking vengeance against **Odo**, who sent him to jail years earlier. (*Starship Log:* 'A Man Alone' [DS9]) ***SEE FILES 58, 70***

## Icarus IV

The ***U.S.S. Enterprise NCC-1701*** and a **Romulan** ship engaged in evasive cat-and-mouse maneuvers around this comet, which had an ionized mass and a vapor particle tail, near the **Romulan Neutral Zone** in 2266. (*Starship Log:* 'Balance of Terror' [TOS]) ***SEE FILES 11, 34, 68***

## ICBM

Acronym for Inter-continental Ballistic Missile, a projectile equipped with nuclear warheads that was Earth's primary first-strike weapon of the late 20th century. **Zefram Cochrane** used an ICBM casing to build his warp ship, the ***Phoenix***. (*Starship Log:* ***Star Trek: First Contact***) ***SEE FILES 33, 44, 79***

***The first human ship to break the warp speed barrier was the PHOENIX, built from the casing of a nuclear missile abandoned after World War III.***

## Iccobar

One branch of a language family that also includes **Dewan** and **Dinasian**. All three are offshoots of the language used by the ancient **Iconians**. (*Starship Log:* 'Contagion' [TNG]) ***SEE FILES 18, 69***

## ice cream

Sweet food prepared from a frozen mixture of milk products, eaten as a snack or dessert. **Captain Janeway** enjoys a coffee-flavored variety; **Ch'Targh** mocked **Alexander Rozhenko** by asking if he wanted an ice cream lump in his root beer. (*Starship Log:* 'Sons and Daughters' [DS9]) ***SEE FILE 70***

## iced coffee

This traditional Earth drink, a favorite of **Geordi La Forge**, is created via a process involving water, powdered roasted coffee beans, and ice. Sugar and milk are often added. (*Starship Log:* 'Aquiel' [TNG]) ***SEE FILES 43, 69***

## iced raktajino

Chilled version of a popular **Klingon** beverage. **Curzon Dax** and **Jadzia Dax** both like it; **Ezri Dax** is less sure. (*Starship Log:* 'Shadows and Symbols' [DS9]) ***SEE FILES 43, 70***

## iced tea

Cold drink, made from the brewed extract of plant leaves. **Kay Eaton** demonstrated a granulated version – White Rose Redi-Tea – to her fellow staff-members at '**Incredible Tales**', circa 1953. (*Starship Log:* 'Far Beyond the Stars' [DS9]) ***SEE FILE 70***

## Iceman

**Worf**'s impassive visage during weekly poker games on the ***U.S.S. Enterprise NCC-1701-D*** earned him this sobriquet. Another **Klingon**, **Koloth**, gained the same nickname from **Curzon Dax**, according to **Jadzia**. (*Starship Log:* 'The Emissary' [TNG]; 'Blood Oath' [DS9]) ***SEE FILES 43, 69, 70***

'I Hate You'
'I, the Jury'
I'danian spice pudding
'I'm Ready To Die; How About You?'
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Iadara Colony
Ibudan
Icarus IV
ICBM
Iccobar
ice cream
iced coffee
iced raktajino
iced tea
Iceman
icestorm, Toarian
icospectrogram
icoberries
icoberry juice
icoberry torte
icon
icon painting
Iconia
Iconian computer weapon
Iconian gateway
Iconians
iconic display console
Icor IX
Icosahedron
ID trace
Idaho
Idanian
Idanian spice pudding
ideogram
IDIC

***A controversial article by the suicidal Quinn caused his Q Continuum publication to be banned.***

***Worf's icy demeanor during shipboard poker games earned him the nick-name 'Iceman'.***

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## icestorm, Toarian

A weather event known to be especially dense. **Tom Paris** compared the energy currents within a nebula, encountered by the ***U.S.S. Voyager*** on **Stardate 48546**, to the phenomenon. (*Starship Log:* 'The Cloud' [VOY]) ***SEE FILE 71***

***Tom Paris compared flying through a particularly dense nebula to navigating a Toarian icestorm.***

## icospectrogram

This test for **dilithium** requires five hours to set up the equipment. In 2365, **Wesley Crusher** ordered such a test, despite objections by **Davies** and **Hildebrant**; his decision was justified when it uncovered dilithium in the **Selcundi Drema** system. (*Starship Log:* 'Pen Pals' [TNG]) ***SEE FILES 43, 69***

## icoberries

Small, succulent fruits used as flavoring in certain juices and tortes. (*Starship Log:* 'Sanctuary' [DS9]) ***SEE FILE 70***

## icoberry juice

Fluid derived from icoberries, used as flavoring or a beverage. **Jadzia Dax** liked the taste, and occasionally drank some, even though it irritated her spots. (*Starship Log:* 'Let He Who is Without Sin ...' [DS9]) ***SEE FILES 43, 70***

## icoberry torte

Cake-like snack or dessert, made from icoberries. **Jake Sisko** tried to befriend **Tumak** by suggesting he might like it. (*Starship Log:* 'Sanctuary' [DS9]) ***SEE FILE 70***

## icon

An artistic depiction of a holy figure, site, or event. The image is believed to be sacred in itself, and also aids in contacting the represented figure, as with the **Bajoran** painting of the lost city of **B'hala**. (*Starship Log:* 'Rapture' [DS9]) ***SEE FILES 10, 70***

## icon painting

**Kira Nerys**'s mother engaged in this art; it was an esteemed pursuit in **Bajoran** culture. (*Starship Log:* 'Second Skin' [DS9]) ***SEE FILES 47, 70***

## Iconia

Home planet, situated in the **Romulan Neutral Zone**, of a legendary civilization wiped out 200,000 years ago. **Captain Donald Varley** located the lifeless planet in 2365. (*Starship Log:* 'Contagion' [TNG]; 'To the Death' [DS9]) ***SEE FILES 3, 18, 59, 69, 70***

## Iconian computer weapon

Still functioning on automatic after 200,000 years, this device launched a probe to scan unknown ships, invading them with a virus that attacked the host's software, usually with catastrophic results. (*Starship Log:* 'Contagion' [TNG]) ***SEE FILES 18, 25, 59, 69***

## Iconian gateway

Instantaneous, interstellar transport system created by the **Iconians**. One was found on **Iconia** in 2365; another was unearthed on **Vandros IV** in the **Gamma Quadrant** in 2372. Both were subsequently destroyed. (*Starship Log:* 'Contagion' [TNG]; 'To the Death' [DS9]) ***SEE FILES 18, 59, 69, 70***

***Iconian gateways could transport the user over interstellar distances in less than a second.***

## Iconians

Beings with almost magical technology who lived on **Iconia** until approximately 200,000 years ago, when their world and civilization was virtually obliterated. Some Iconians may have escaped death via their **Iconian gateways**. (*Starship Log:* 'Contagion' [TNG]; 'To the Death' [DS9]) ***SEE FILES 3, 18, 59, 69, 70***

## iconic display console

A **Cytherian** probe gave ***U.S.S. Enterprise NCC-1701-D*** crewman **Reginald Barclay** an IQ boost, and the skills to build a ship-controlling device. The chair he created had an iconic display console panel, operated by mental powers. (*Starship Log:* 'The Nth Degree' [TNG]) ***SEE FILES 18, 43, 66, 69***

***Reg Barclay used an iconic display panel to control the technology made available to him by the Cytherians.***

## Icor IX

Home to an astrophysics center. In 2366, **Jean-Luc Picard** gave serious thought to attending a symposium about **Rogue Star Clusters** held on Icor IX. (*Starship Log:* 'Captain's Holiday' [TNG]) ***SEE FILES 3, 43, 69***

## icosahedron

This geometric form, with 20 faces, was part of an intricate barroom puzzle **Neelix** offered to help **Jal Tersa** solve in 2372. (*Starship Log:* 'Alliances' [VOY]) ***SEE FILES 43, 71***

## ID trace

Commonly-used truncation of 'transporter ID trace'. (*Starship Log:* 'Unnatural Selection' [TNG]) ***SEE FILES 59, 69***

## Idaho

Forty-third state of the United States. Located in the continental northwest, it was the site of **James T. Kirk**'s uncle's farm, where he rode horses and met his beloved **Antonia** around 2273. (*Starship Log:* ***Star Trek Generations***) ***SEE FILES 5, 43, 78***

***James Kirk returned to his beloved Idaho after retiring from Starfleet.***

## Idanian

Idanian intelligence agents, including **Tauvid Rem** and **Arissa**, worked to ensnare the criminal **Draim** in 2373. (*Starship Log:* 'A Simple Investigation' [DS9]) ***SEE FILES 58, 70***

## Idanian spice pudding

Alternate spelling of **I'danian spice pudding**. (*Starship Log:* 'Afterimage' [DS9]) ***SEE FILE 70***

## ideogram

Graphic character or symbol. An ideogram on a tablet, excavated from **B'hala**, was translated as meaning the **Bajorans** will either 'suffer horribly' or 'eat fruit.' (*Starship Log:* 'The Reckoning' [DS9]) ***SEE FILES 10, 70***

## IDIC

**Vulcan** symbol for **Infinite Diversity in Infinite Combinations**. In 2268, **Spock** donned an IDIC pendant to honor a colleague. More than a century later, **Quark** hoped to peddle IDICs on ***Deep Space Nine***. (*Starship Log:* 'Is There in Truth No Beauty?' [TOS]; 'The Jem'Hadar' [DS9]) ***SEE FILES 8, 45, 68, 70***